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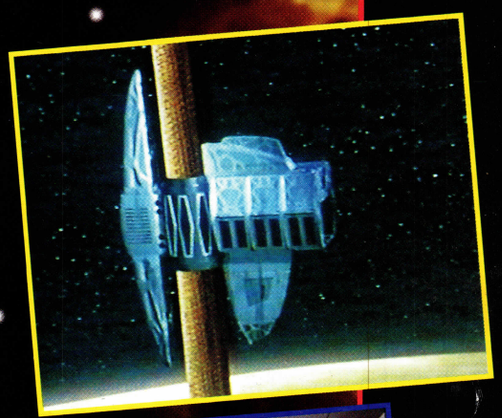
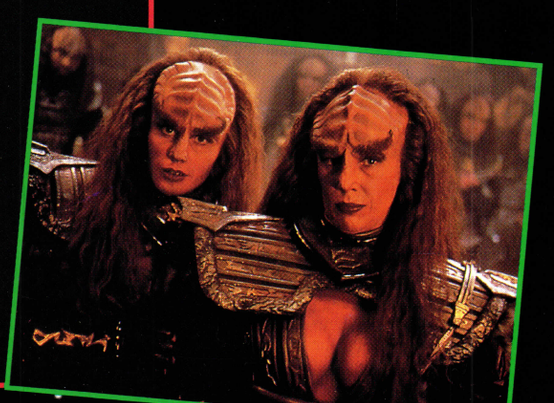


CAPTAIN HIKARU SULU
The helmsman takes command

THE ORBITAL TETHER
From the ground to the stars

THE VHNORI
Going to the next emanation

AUTODESTRUCT SYSTEMS
A Starfleet captain's last resort



THE DURAS SISTERS
Their lust for power

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STAR TREK

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The Guide to the STAR TREK Galaxy

FILE 3 **CARD 366**

CHARTING THE GALAXY

ALPHA QUADRANT

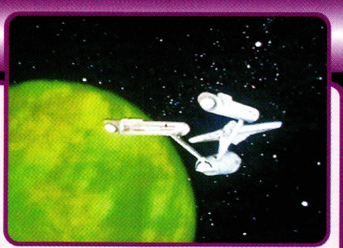
CHARTING THE GALAXY

TAURUS II — CLASS-M PLANET

Located approximately in the center of the **Murasaki 312** quasar-like formation, **Taurus II** is a **Class-M** world previously unexplored by **Federation** starships. Atmospheric analysis shows elements of oxygen, mercury, and nitrogen, with traces of argon, neon, and krypton all in acceptable quantities. The atmosphere is described as "breathable, if you're not running in competition."

Indigenous life on Taurus II includes a primitive humanoid population resembling giant apes. Research shows that similar life forms have already been recorded on **Hansen's Planet**. On Taurus II, they wear what appear to be animal skins for clothing; they are immensely strong and tall, ranging between three and four meters in height.

Bright green when viewed from orbit, Taurus II is where the ***Galileo*** shuttlecraft from the ***U.S.S. Enterprise NCC-1701*** crashlands in 2266 following investigations into the Murasaki Effect. Communications to and from the planet are impossible, as all wavelengths are dominated by the planet's ionization effect. Foglike vapors emanate from the surface; they are harmless, but they obscure visibility. The Murasaki 312 quasar is divided into four quadrants that are searched by landing parties and by the crew of the ***Shuttlecraft Columbus***.



The U.S.S. ENTERPRISE has to leave orbit around Taurus II before finding its missing crew.

The dangers of Taurus II become clear when two ENTERPRISE crew members, Gaetano and Latimer, are killed by the indigenous creatures.

The life forms on Taurus II are much taller and stronger than humans, but they seem to have only a limited intelligence.

TAVELA MINOR — CLASS-M PLANET

This **Class-M** world is considered to be a good place to take relaxing vacations, especially with partners. **Dr. Beverly Crusher** recommends the planet to one of her nurses, **Alyssa Ogawa**, in 2368.

TELFAS PRIME — CLASS-M PLANET

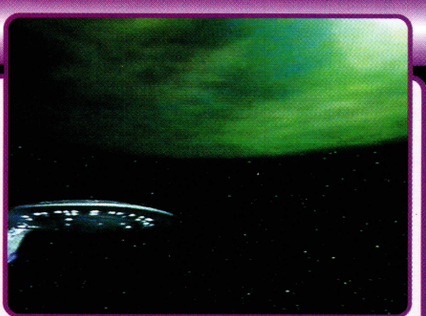
This planet is home to a mining community. **Commander Chakotay**, of the ***U.S.S. Voyager NCC-74656***, met **Maquis** member **Kurt Bendera** here. Bendera later becomes a crew member aboard *Voyager* and is killed in 2372 during a **Kazon** attack.

TELURIDIAN IV — CLASS-M PLANET

Prior to their service aboard the ***U.S.S. Voyager NCC-74656***, and while still members of the **Maquis**, **Chakotay** and **B'Elanna Torres** defeated two pursuing **Starfleet *Runabouts*** at **Teluridian IV**. Their tactic was to feign damage to their craft until the two ships approached; the Maquis then opened fire.

TERLINA III — CLASS-M PLANET

This planet is located in the **Terlina system** and is where **Data**'s creator, **Dr. Noonien Soong**, rebuilds his laboratory after fleeing the **Crystalline Entity** attack on the **Omicron Theta** colony in 2336. He arrives with his wife, **Juliana Soong**, but she has suffered grave injuries during the attack. She soon dies, and Soong is despondent, but he implants her memories into an android replica. The new Juliana represents a further advancement in android technology. She is so real that no one, not even she, is aware of her android status in the way that Data is. Juliana later leaves Soong on **Terlina III**. There, he continues his work, perfecting the emotion chip which he intends to give to Data. However, Data's 'brother' **Lore,** Soong's earlier creation, steals the emotion chip and implants it in himself instead. In 2367, Soong dies in his lab on Terlina III at the hands of Lore.



Terlina III is a bluish-green color when viewed from space. This indicates a Class-M environment with bodies of water and land masses.

After fleeing Omicron Theta, Dr. Noonien Soong sets up a laboratory on Terlina III to pursue his highly advanced studies in androids and positronics. He dies here after being attacked by Lore, one of his creations.

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The Guide to the STAR TREK Galaxy

CHARTING THE GALAXY

FILE 3 CARD 3GG

ALPHA QUADRANT

CHARTING THE GALAXY

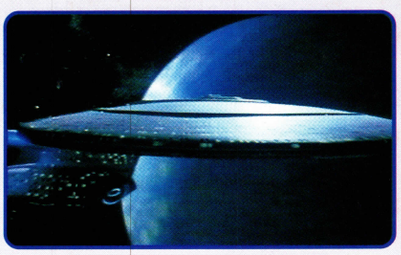
TEROSA PRIME — CLASS-M PLANET

Nidell Seyetik, a **Halanan**, loses her psychoprojective telepathic abilities because of deep emotional stress on planet **Terosa Prime** in 2367. The loss of this ability to create convincing illusions from the unconscious mind nearly kills her.

Halanans mate for life, and Nidell Seyetik's problems while on Terosa Prime can be traced to her unhappy marriage to Professor Gideon Seyetik.

TESSEN III — CLASS-M PLANET

Planet threatened by the impact of an asteroid in 2368. The ***U.S.S. Enterprise NCC-1701-D*** is called to assist in the destruction of the asteroid but, unknown to the crew at the time, the core of this asteroid contained living **nitrium metal parasites**. The asteroid is destroyed in the upper atmosphere by a particle beam and the planet is saved, but the parasites attach themselves to the *U.S.S. Enterprise*.



Tessen III is a Class-M world whose existence is threatened by the impact of an asteroid. The U.S.S. ENTERPRISE saves the planet.

TETHYS III — CLASS: UNKNOWN

This planet is green in color when viewed from orbit and is composed of hydrogen/helium. **Tethys III** also contains a frozen helium core.

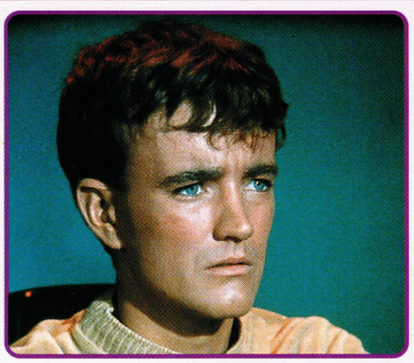
Data uses Tethys III to conceal evidence of the existence of the Paxans' culture from the rest of the crew.

THALOS VII — CLASS-M PLANET

While aboard the ***U.S.S. Enterprise NCC-1701-D***, **Wesley Crusher** reports that planet **Thalos VII** is a particular favorite among the worlds he has visited. One of the most delectable dishes in the Galaxy, **Thalian chocolate mousse**, is made from cocoa beans that are aged for 400 years on the planet. In 2365, Crusher recreates the dish on the ship's replicators to impress a young girl named **Salia**, who is traveling aboard the *Enterprise*.

THASUS — CLASS: UNKNOWN

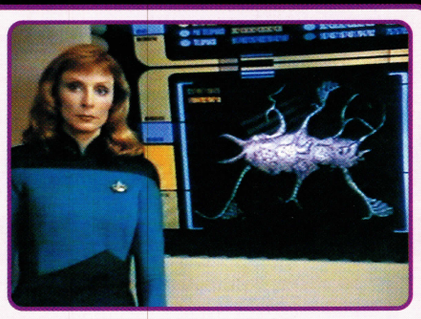
The primary sentient indigenous life on **Thasus** evolves beyond the need of physical bodies, and by 2252 exists only in a noncorporeal state. In this year, a transport vessel crashlands on the planet with only one survivor: a three-year-old boy named **Charles Evans**. He is given telekinetic powers by the **Thasians** to help him survive. He grows up, and in 2366, as a young man, he is rescued by the ***Antares*** science vessel and transferred to the ***U.S.S. Enterprise NCC-1701***. Lacking the maturity to handle his powers around humans, Charles Evans is later retrieved by his Thasian guardians and returned to Thasus.



Charles Evans comes aboard the U.S.S. ENTERPRISE and strange things occur, including the destruction of the ANTARES science vessel.

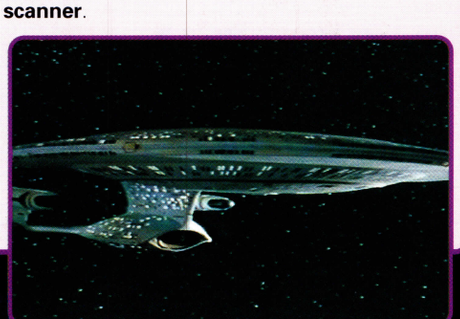
THANATOS VII — CLASS-M PLANET

This planet is home to a manufacturing facility that employs an interphasic fusion process to manufacture **plasma-flow conduits**. A harmful side effect of the process is the attraction of **interphasic organisms**, which can attach themselves to their victim's epidermal layer and extract cellular peptides. The ***U.S.S. Enterprise NCC-1701-D*** has some warp core equipment installed which is infested with the dormant organisms in 2370. Their presence is detectable only by using an **interphasic scanner**.



Dr. Beverly Crusher demonstrates the composition of the interphasic organisms, which can be traced back to the planet Thanatos VII.

Warp core components for the U.S.S. ENTERPRISE, made on Thanatos VII, spread dangerous interphasic organisms that affect some of the crew.



OTHER GROUPS AND RACES

THE VHNORI

OTHER GROUPS AND RACES

The Vhnori believe that this life is only one part of their existence, and they confidently expect to be reunited with their loved ones in the afterlife. But the reality is not quite what they expect.

The **Vhnori** are a race of **class-5 humanoids** who appear to live on a different plane of existence than the **Federation**. Their world is connected to the **Delta Quadrant** by a series of regularly occurring **subspace** vacuoles which the Vhnori call **spectral ruptures**. These ruptures occur at thousands of locations around the Vhnori planet, and the time of their appearance can be predicted accurately.

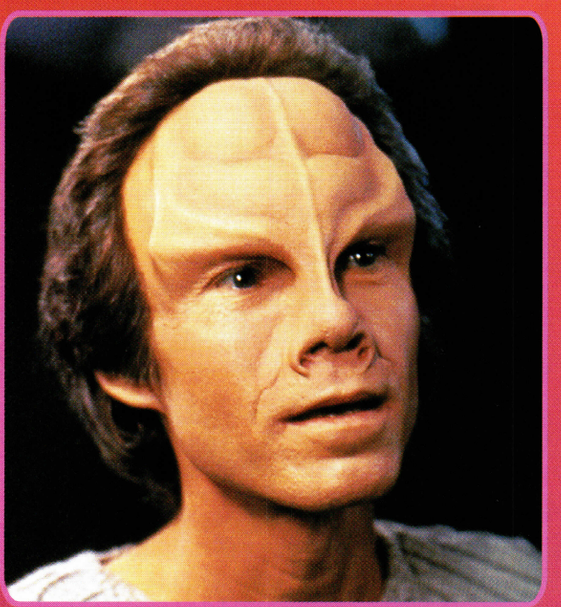
Physically, the Vhnori are typical humanoids; they are distinguished by large, bumpy foreheads with dividing lines down the middle and sweeping up from the eyes. The hair on their heads starts high on the crown, and they have large nostrils.

The spectral ruptures have a central place in the Vhnori religion. The people believe that when they die they move onto the **Next Emanation**, and think that this is accomplished by sending recently deceased bodies through the spectral ruptures.

New existence

According to the Vhnori's belief system, when they enter the Next Emanation they evolve into a higher level of consciousness. They gain an understanding of the universe, and all of their questions are answered. They do not believe in any kind of spirit, but believe that in the Next Emanation they will have physical bodies, which is why they send actual corpses through the ruptures.

The Vhnori religion is quite specific about the nature of the afterlife. The Vhnori believe that in the Next Emanation they will literally be reunited with their loved ones. The living expect to pass on information about what has happened since their friends and relatives died. They also expect to see beautiful sights in the Next Emanation – colors and lights – and, because of their newly evolved state, they believe they will see them with a new understanding.



The Vhnori have a remarkably strong faith in the afterlife, which they call the 'Next Emanation'.

The Vhnori regard the nature of the afterlife as an established fact. They are not afraid to die, and think of death as just another stage of existence; some are even keen to move on.

Because the Vhnori have no fear of death, euthanasia is common. Anyone who is considered to be a burden on their family, for example those who are disabled or elderly, may deliberately choose to enter the Next Emanation. Deciding to move on is considered a generous and selfless act.

Final departure

The actual process of moving on to the Next Emanation involves entering a coffinlike structure known as a cenotaph and going through the transference ritual.

Before undergoing the ritual, the Vhnori wait in an antechamber. Immediately before the procedure they wrap themselves in a ceremonial shroud, which is worn in a special way. This is a moment they look forward to. The shroud is left behind when the corpse enters the spectral

MOVING ON TO THE NEXT EMANATION

Physical truth

The Vhnori believe in a physical afterlife, but the crew of the *U.S.S. Voyager* discover that their bodies actually appear in asteroids in the Delta Quadrant.

The Vhnori place the body of the person who is about to enter the Next Emanation in a cenotaph. From here the body is transferred into a spectral rupture; the Vhnori believe that this sends it to the Next Emanation.

When the Vhnori have made the decision to move on to the Next Emanation, they prepare themselves for the transference ritual. Doctors are on hand to answer any questions.

The spectral ruptures are actually subspace vacuoles that transport the bodies into an asteroid field around a planet in the Delta Quadrant. As the bodies decay, they develop weblike shrouds.

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THE VHNORI

OTHER GROUPS AND RACES

OTHER GROUPS AND RACES

GALAXY FACTS

- **Thanatologists have a very important place in Vhnori society. When Harry Kim is accidentally transported through a subspace vacuole and into the Vhnori world, the officials summon Dr. Neria, the chief thanatologist, to examine him.**
- **The Vhnori's dead bodies contain a stable transuranic element that has an unusually high atomic mass.**

rupture, and it is passed on to the deceased's relatives.

The doctor who officiates at the transference ritual dresses in elaborate gold colored robes; he is assisted by an official who wears orange robes.

Goodbye to loved ones

The cenotaph is used to terminate a person's life immediately before a rupture forms. The dying Vhnori's family bid him or her farewell. The person lies inside the cenotaph with their hands placed on their chests, the fingertips touching. When the body has passed through the vacuole, the officiating doctor recites the following: "Death is the end of this life, but it is also the beginning of a new journey. [Name of the dying] will now thrive in the Next Emanation. This is both [his/her] sacred duty and [his/her] great privilege." The mourners pledge to carry memories of the deceased.

After passing through the ruptures, Vhnori corpses develop a weblike covering; as their cells decay, they produce a biopolymer resin which is excreted, forming this residual membrane.

In the afterlife

When the Vhnori's bodies arrive in the Delta Quadrant, they appear in a ring of asteroids around a planet. This is not the afterlife that the Vhnori imagined, but their dead bodies release a form of neural energy that joins the ambient electromagnetic field around the planet, which is unusually dynamic. It seems that although the Vhnori may be wrong about the physical nature of the afterlife, there may be some truth in their belief that they evolve into a different life form.

Before leaving this emanation, the Vhnori bid farewell to their loved ones.

The subspace vacuoles deposit the bodies in the Delta Quadrant. This is probably in a different dimension than the Vhnori home-world but could be in a different system, quadrant, or even Galaxy.

Thanatologists, experts on death, hold important positions on the Vhnori world.

TAKING THE FINAL JOURNEY

In the final hour before the 'dying' Vhnori enters the cenotaph, he or she wraps him or herself in a shroud that completely covers the body.

After the corpse has left the cenotaph, the doctor offers a blessing and the mourners pledge to remember the deceased.

Devices in the cenotaph actually kill the subject moments before they enter the subspace vacuole.

Simple ritual

The transference ritual is timed to coincide with the appearance of a spectral rupture. There are thousands of places on the Vhnori planet where these occur, and on average Vhnori bodies are sent to the Delta Quadrant every two hours. Only the naked bodies are transported; the shrouds remain behind.

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OTHER GROUPS AND RACES

THE FABRINI

OTHER GROUPS AND RACES

When the Fabrini sun went nova, their culture was believed lost. But, unknown to the rest of the Galaxy, a group of Fabrini survived on a vast spaceship making a slow journey through space.

Some 10,000 years ago the **Fabrini** were a relatively advanced people living on more than one planet in the **Fabrina system**. They had developed atomic power and limited interplanetary travel, and were unusually advanced in the field of medicine.

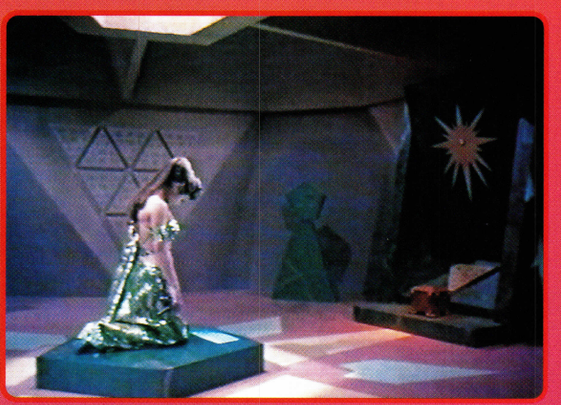
But the Fabrini's sun was approaching a supernova, and the people were forced to abandon the surface of their planets and build homes underground. Before their sun entirely consumed them, they developed a plan to save their race from extinction.

They created a massive spaceship, called ***Yonada***, which resembled an asteroid. The inside of *Yonada* was hollow and had a breathable atmosphere. The Fabrini collected their best people and transferred them to the 200 mile wide ship.

Yonada was equipped with atomic engines that allowed it to pursue an independent course away from the eight doomed planets in the Fabrina system to a new home across the vast reaches of space. Because the Fabrini engines could only propel the ship at sublight speeds, the journey to another habitable world would take 10,000 years.

Last survivors

When the Fabrini sun went nova, all their planets were destroyed. Although some samples of their writing survive, no one has any idea that so much of their culture has been preserved aboard *Yonada*. Even the Yonadans are unaware of what has happened. Although the central control room contains all the Fabrini's databanks, the Yonadans cannot access them; they do not even realize that they are on a ship.



The Yonadans are governed by a high priestess, but she receives instructions from the Oracle, which is really the central computer.

The Fabrini appear to have gone to some trouble to ensure that their descendants aboard *Yonada* have no idea about their situation. They built the upper levels of the ship to resemble the surface of their own planet; the artificial sky even has a 'sun' and 'stars' that shine at night.

Like their forebears, the Yonadans live underground. Climbing the 'mountains' on the upper level is

HOLLOW WORLD

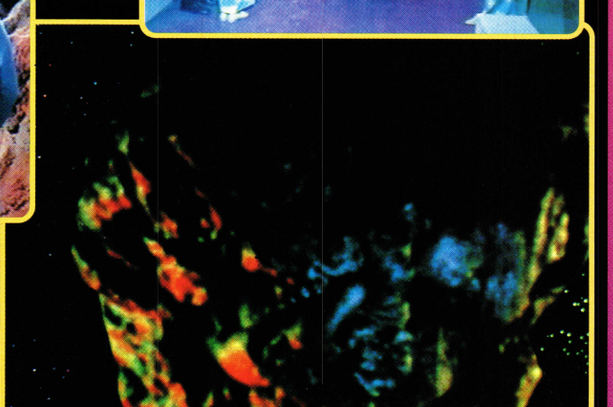
Living in ignorance

The Fabrini obviously did not intend their descendants to learn the truth about their origins or their asteroid/ship until *Yonada* arrived at its destination.

The Yonadans can see no evidence that they live on an enormous spaceship. The upper level has even been designed to look like the surface of a planet, with an artificial sky and stars. The Yonadans' religion forbids them from exploring the 'surface' since they might discover the truth about their 'world'. Any acts of disobedience are punished by the central computer, which can monitor all of the Yonadans' activities.

The Yonadans have no idea that their world is really a spaceship. Like their ancestors, they live under the 'surface' in a pleasant and well ordered city. Few Yonadans question the nature of the existence or the smallness of their 'world'.

The upper level of YONADA looks like the surface of a planet, but the sky is a sophisticated illusion designed to keep the Yonadans in ignorance.



The outside of Yonada resembles a large asteroid. It has a diameter of approximately 200 miles.

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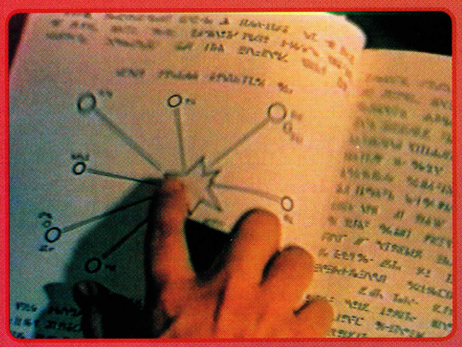
OTHER GROUPS AND RACES

THE FABRINI

OTHER GROUPS AND RACES



A book in the Oracle chamber contains information on the lost Fabrini culture. Even the high priestess is forbidden from reading the book before YONADA arrives at its destination.

The people of Yonada make no effort to conceal their feelings. Natira tells Dr. McCoy that she wants him to be her mate within hours of meeting him. McCoy accepts, and they are married in a simple ceremony.

forbidden, since anyone who does so will be able to touch the sky and realize that their world is hollow.

Yonada is entirely automated and is operated by a central computer which plots its course across the Galaxy.

The inhabitants of *Yonada* refer to themselves as 'the people', and have little concept of life beyond the confines of their 'world'. There can be little doubt that the Fabrini created a religion for their descendants in which the creators were to be worshiped as gods. They are entirely subservient to the asteroid/ship's central computer, which they know as the Oracle, and they are taught to obey the wishes of the creators without question.

Any transgressions, which the people believe are sins, are to be punished. To make this possible, each of the inhabitants of *Yonada* is fitted with a small device known as an **instrument of obedience**. The device allows the central computer to monitor all of their thoughts and, if it is deemed necessary, to apply punishment. When the computer detects a breach of the rules, the instrument of obedience glows red and the offending Fabrini falls to the ground in agony. Even listening to 'blasphemy' is unacceptable.

Mysterious destiny

The Yonadans are told very little about their intended destiny. All they know is that, in the fullness of time, the people will arrive at a new world that is lush and green, and that this will be a time of great joy. The Yonadans have very few clues about their true nature. They do know of the existence of a book which contains the knowledge of the 'creators', but they are forbidden from reading it until they arrive at their destination.

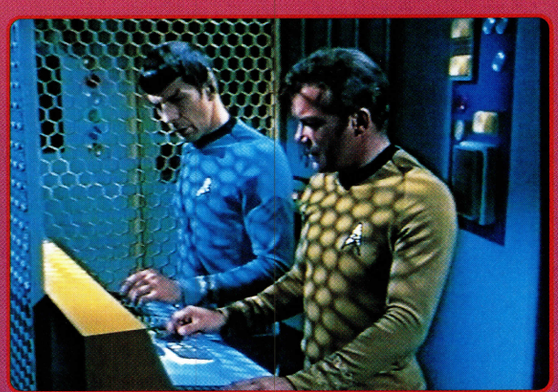
The people of Yonada are governed by a high priestess. She receives instructions from the Oracle, but has a measure of independence. When the law calls for her to execute **Captain Kirk** and **Mr. Spock** for violating the chamber of the Oracle, she decides to spare their lives.

The Fabrini are a remarkably honest race who are devoted to truth and make little effort to hide their feelings. When the high priestess **Natira** finds herself attracted to **Dr. McCoy**, she tells him she wants to be his mate.

Only the high priestess can select her mate, and her chosen husband governs by her side. The actual marriage ceremony is extremely simple. The bride and groom kneel side by side in front of the Oracle and hold hands. She turns to him and says, "May I give you the love that you want and make the time you have beautiful." He replies, "We are of one mind." She continues, "One heart," and he completes the ceremony by saying, "One life."

Course correction

During its 10,000 year journey *Yonada* develops a slight weakness in one of the eight engine tubes, which throws it off course. As it approaches the end of its voyage, *Yonada* is on a collision course with a heavily populated **Federation** world. This brings the crew of the ***U.S.S. Enterprise NCC-1701*** to the asteroid/ship. After some difficulties Kirk, Spock, and McCoy eventually gain access to the central computer room. They succeed in correcting the flaw in *Yonada*'s engines and retrieve the Fabrini's storehouse of knowledge. Kirk reveals the asteroid's true nature to Natira, and, 396 days later, *Yonada* finally arrives at its intended destination.



Captain Kirk and Mr. Spock gain access to the central computer and discover why the asteroid/ship has drifted off course. It is a simple matter to correct the flaw.

GALAXY FACTS

- **The Fabrini sleep on blocks of stone which are covered with thin mattresses. Their heads are supported by cylindrical pillows. They eat multi-colored food and drink from ornate goblets.**
- **Fabrini men dress in colorful wrap-around tunics over black pants. The women wear off the shoulder dresses, open at the back except for a few cords.**

INSTRUMENT OF OBEDIENCE

Population control

The Oracle uses brutal methods to control the Yonadans. Every member of 'the people' is fitted with a thin disk which sits just below the skin, near the right temple. This allows the computer to monitor all their activities and even, to a certain degree, their thoughts.

If the computer detects any acts of disobedience, which are considered to be sins, it punishes them by activating the instrument of obedience, which glows red and produces an extremely painful sensation. The Yonadans consider the instrument of obedience to link them to the rest of 'the people'.

When the Oracle detects any acts that it disapproves of, it uses the instrument of obedience to administer punishment.

The instrument of obedience is painful, but is not normally fatal. However, it can prove too much for some of the older Yonadans.

Dr. McCoy removes Natira's instrument of obedience in a matter of seconds, saving her from the pain inflicted by the Oracle.

FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:
U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:
AUTODESTRUCT

BRIEFING:
FUNCTION AND USES

Starfleet has learned through bitter experience that under certain circumstances it may be necessary to destroy its ships to prevent them falling into enemy hands; or if, for example, navigational control has been lost, to prevent them from causing damage as the result of a collision. Accordingly, ***Galaxy***-class starships such as the ***U.S.S. Enterprise NCC-1701-D*** are fitted with systems that allow the ship to be completely destroyed if the commanding officer feels that there is no alternative.

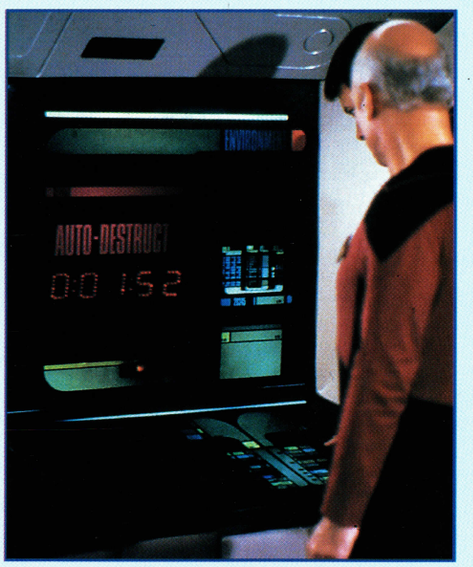
Redundant systems

Galaxy-class ships have two independent autodestruct systems that ensure that the entire vessel can be completely destroyed even if the saucer has been separated, or the computer systems have been severely damaged. Autonomous subprocessor nodes located around the vessel ensure that the autodestruct sequence can be activated and carried out even if the main computer has been disabled.

The primary autodestruct system is designed to vaporize the ship with an enormous matter/antimatter explosion; this is created by initiating a controlled release of the warp engine reactant materials. This produces a massive mechanical and thermal shock that destroys the ship rapidly and completely.

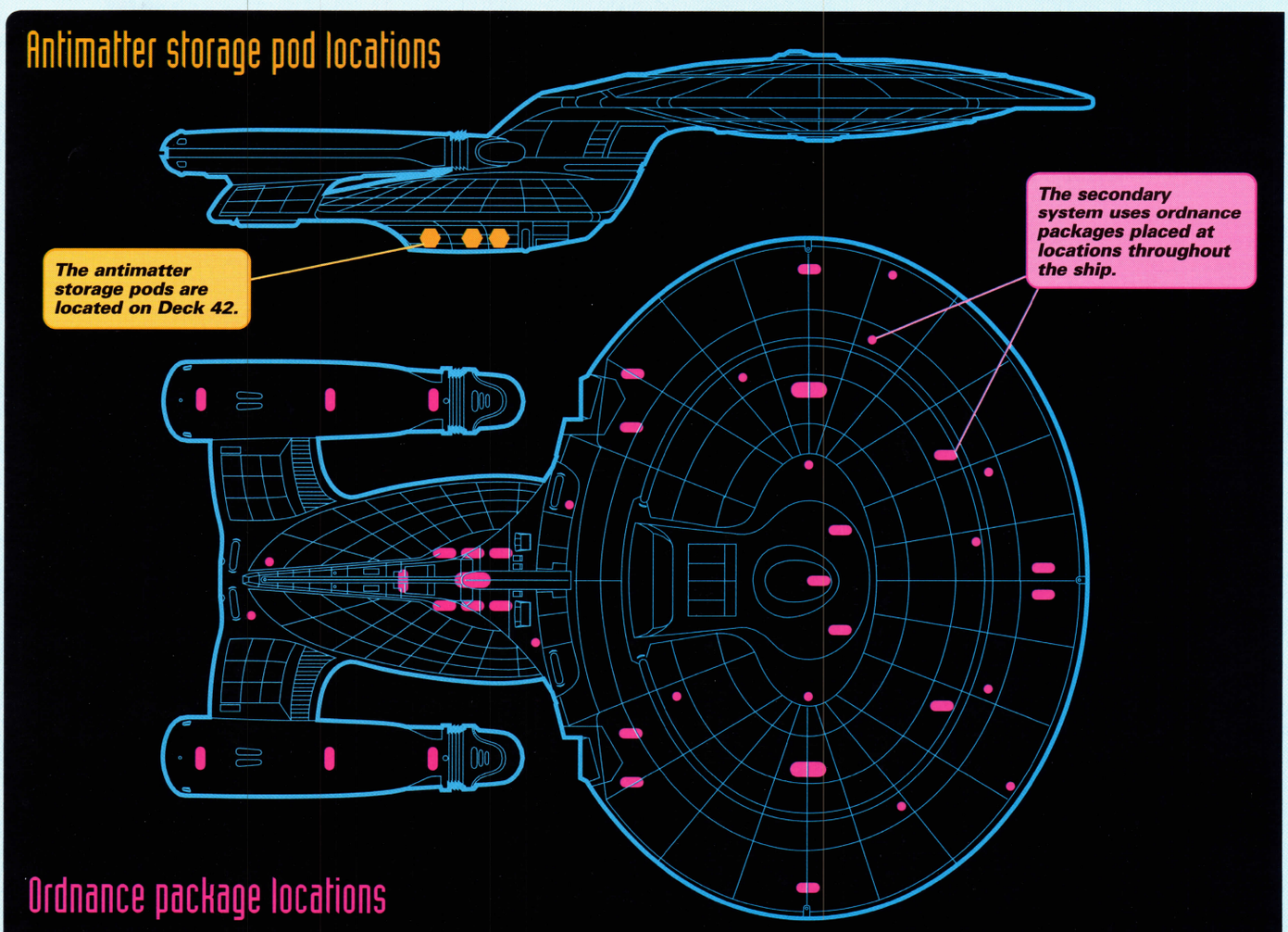
When the autodestruct sequence enters the final phase, the computer generates a deliberate cascade failure in which all the warp engine safety interlocks are compromised. All the antimatter in the storage pods on Deck 42 and the matter in the primary deuterium tanks is released simultaneously. This generates an

The autodestruct system can be set to any interval the commanding officers choose. It can be deactivated right up until the last moment, when the antimatter is released and the ship is vaporized by an enormous explosion.



AUTODESTRUCT SYSTEM LOCATIONS

Antimatter storage pod locations



Ordnance package locations

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enormous explosion which is roughly equivalent to the explosive force of 1,000 **photon torpedoes**. The amount of energy released is in the region of 10^{15} megajoules. This is significantly greater than the amount of energy normally released as the result of the antimatter containment loss, and it ensures that the ship and any valuable technology or information aboard is completely vaporized.

Secondary systems

If the computer cannot send the necessary instructions to the engineering system (for example, if the command links are severed), the *Enterprise* is equipped with a backup autodestruct system. This secondary destruct system is somewhat more primitive. Ordnance packages are fitted to various locations around the *Enterprise*, including on the **antimatter storage pods**. If necessary, they can be detonated, releasing the antimatter. At the same time, the secondary system deliberately overloads the fusion reaction chambers. This generates an explosion that is equivalent to the explosive yield of 500 photon torpedoes, approximately 10^9 megajoules. Although this is only half as powerful as the primary autodestruct system, it is still more than enough to vaporize the ship.

Because the primary autodestruct sequence uses the antimatter storage tanks on Deck 42 in the engineering hull, it cannot be used to destroy the saucer section in separated flight mode. However, the secondary system is sufficient to destroy the saucer section, and in separated flight mode it becomes the primary autodestruct system for the saucer section.

Emergency situations

Starfleet has invested a considerable amount of energy into investigating the circumstances in which it may be necessary to destroy one of its ships. It is normally deemed necessary to destroy the ship when all propulsion and weapons systems have been disabled and there is little or no prospect of assistance from other **Federation** vessels. In these circumstances, the autodestruct systems are used to ensure that the ship does not fall into hostile hands.

Computer models have also shown that it may be necessary to destroy the ship if navigational control has been lost and it is on a collision with a populated area such as a planet or space station. Ultimately, the decision to activate the autodestruct systems rests with the ship's commanding officers.

Captain Picard and Commander Riker are prepared to order the U.S.S. ENTERPRISE NCC-1701-D to self destruct when it is hijacked by the Bynars. Fortunately this proves unnecessary.

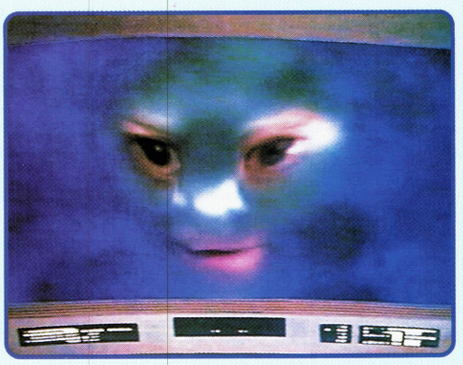
The autodestruct sequence requires authorization by at least two command level officers. If the captain and first officer are dead or disabled, the computer will automatically look for the next highest ranked officer; however, it will not accept an autodestruct order from an officer below the position of operations manager.

Operating procedure

To activate the autodestruct sequence, the two most senior command officers instruct the computer to begin the autodestruct procedure, and then confirm their identities by using a dermal imprint or giving their personal access codes. Once the the computer has confirmed their identities, the senior officer gives the command to set the autodestruct sequence. The computer asks the other officer if he or she agrees and, if all is well, the senior officer sets the duration of the countdown until the system is activated.

The computer informs the crew of the time remaining until the ship is destroyed by making audio announcements and displaying graphics on displays throughout the ship. The two most senior officers can order a silent countdown if so desired.

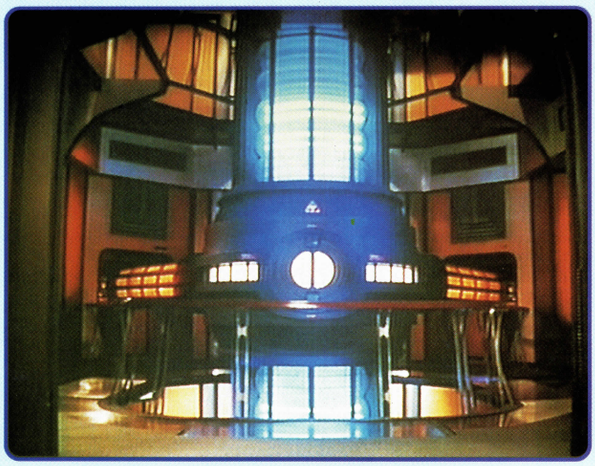
The autodestruct sequence can be aborted at any time before the countdown reaches zero and the ship is actually destroyed. The abort order requires both the officers who initiated the autodestruct sequence to agree.



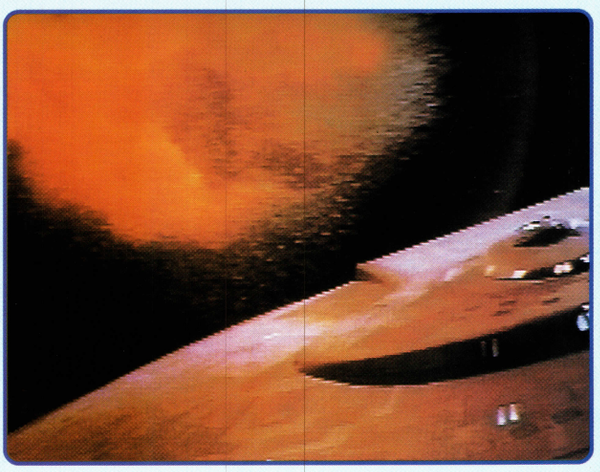
Picard decides that he would rather destroy the ENTERPRISE, and everyone aboard it, than allow Nagilum to use the crew as guinea pigs. Nagilum eventually releases the ship.

The two officers giving the autodestruct order can confirm their identities by using a dermal print. They must maintain contact with the sensor whenever they talk to the computer.

The captain cannot give the self destruct command without the first officer's agreement. This prevents senior officers who are mentally unfit from destroying their vessels.



The primary autodestruct system uses the antimatter that powers the warp engines. All the safety interlocks are deactivated and the antimatter is released.



Both of the autodestruct systems create a matter/antimatter explosion similar to the warp core containment breach which finally destroys the ENTERPRISE.

The Orbital Tether

Some races in the Delta Quadrant, including the Nezu and the Talaxians, use fantastically long orbital tethers to make journeys from a planet's surface to a space station in orbit.

SEE OTHER FILES...
CHARTING THE GALAXY .....File 3
OTHER GROUPS AND RACES .....File 18
OTHER CHARACTERS AND LIFE FORMS .....File 58
STAR TREK: VOYAGER.....File 71

The **orbital tether** is a means of transporting passengers or cargo from the surface of a planet to an orbital station, without the need for a spaceship which is capable of operating within a planet's atmosphere. Because its members have access to transporter technology, the **Federation** has no need for this type of transport system, but it is used by other less advanced species.

In the **Delta Quadrant** the **Nezu** use orbital tethers to move supplies on at least one of their colony worlds, and the **Talaxians** have experimented with the technology, going as far as to build working models at a one tenth scale.

Engineering feat

The tether consists of an incredibly long cable, or tether, which links a ground station to a space station that is in a synchronous orbit above the planet. On one Nezu colony planet, the tether is over 300 km long; the passengers and cargo travel in large, two-level carriages. These carriages are powered by magnetic leverage and can take up to 12 hours to make the journey between the surface and the orbital station.

The tether itself is under enormous strain, and it must be secure before a carriage makes its journey. Systems in the ground station are used to ensure the integrity of the cable. The carriage contains the induction coils which are used to power its ascent. Under normal circumstances the ascent is controlled by an autosequencer; however, if this fails the carriage can be controlled manually, and there is a console on board for this purpose.

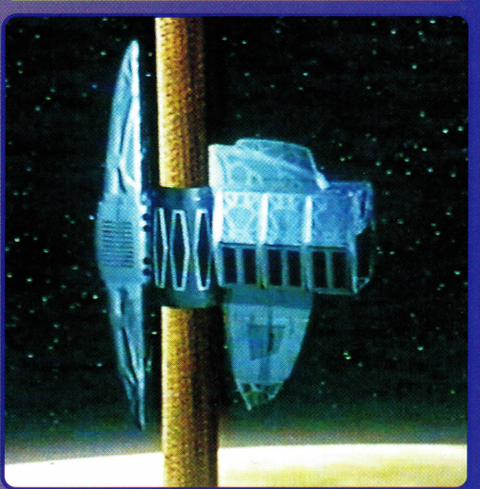
The Nezu carriage consists of a large central chamber with a walkway at a higher level. One part of the carriage completely encircles the tether. The carriage has a large door in its side which is used to enter or leave the chamber when the carriage is docked. There is at least one other exit – a hatch that leads to the roof. It is extremely dangerous to venture outside the carriage during the journey as it is moving at speeds of over 40 kmh. Even when the mag-lev carriage is stationary it is buffeted by winds, but the roof is designed for humanoid usage; it is flat, and a rail runs around its edge. Some of the carriage's components are accessed by opening panels on the roof.

Because the carriage enters the upper atmosphere and eventually leaves the planet's ionosphere, it is equipped with its own environmental controls and oxygen converters. If the main door is opened at a high altitude, the difference in pressure will result in explosive decompression, which will drag any unsecured occupants or cargo out of the chamber. As the carriage makes its ascent, the changing atmospheric pressure places considerable strain on its superstructure, but this is reinforced with a containment field that prevents it from cracking in much the same way that a structural integrity field protects a starship.

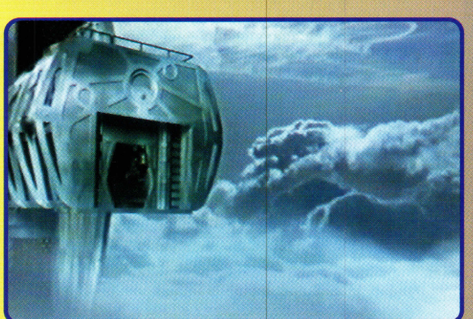
No stopping

Although the carriage can stop its ascent, it is not designed to do so for any length of time. After a few minutes, the carriage's tether couplings will give way and the carriage will plunge back to the planet's surface. In order for the carriage to maintain all important mag-lev cohesion, it has to achieve a certain velocity. When **Neelix**, **Tuvok** and a team of Nezu colonists use a damaged carriage they find that a velocity of 47 kmh is required to make the journey stable. If mag-lev cohesion is lost, there is nothing to keep the carriage in position, and it will begin to fall. If this happens, it is extremely difficult to regain mag-lev cohesion and save the carriage.

The orbital tether is literally a ladder into space. The tether itself is more than 300 km long, and has to be reinforced by a containment field.



The Nezu use large carriages to travel up and down the tether. The system uses magnetic induction coils to propel these. If mag-lev cohesion is lost, the carriage will plummet to the ground.



The carriages move through the upper atmosphere and out into space. They can stop along the way, but not for long periods of time.

Although the mag-lev carriages are principally designed to transport supplies, they maintain an atmosphere for humanoid passengers.

If the doors are opened at a high altitude, the differences in atmospheric pressure will result in an extremely dangerous explosive decompression.

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The Orbital Tether

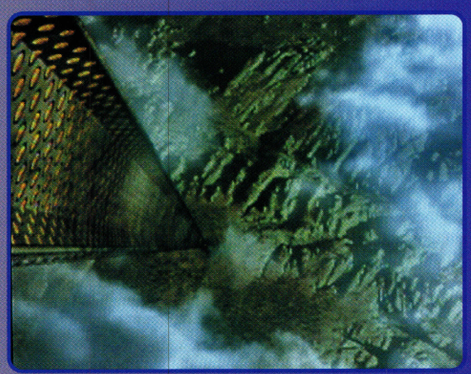
FORE VIEW

The carriage's ascent is powered by magnetic induction coils. The system must maintain mag-lev cohesion.

The passengers and cargo travel in a two tiered carriage. The roof is not normally considered safe during the journey.

The tether itself is 300km long and extends above the planet's ionosphere.

The roof of the mag-lev carriage is designed for humanoid use. There is a low rail running around the outside, and there are several access panels.



The view from a mag-lev carriage is not for the fainthearted. The carriage reaches altitudes far higher than the tallest building or even the highest mountains.

The orbital tether must be correctly anchored at the ground station before the mag-lev carriage can begin its ascent.

ORBITAL TETHER

First recorded: 2373

Type: Surface to orbital station transport system, primarily used to move supplies.

Crew: The mag-lev carriages can accommodate a large number of passengers, but do not normally require a crew as the ascent is controlled by an autosequencer.

Engines: Magnetic induction coils

Firepower: None

Length: 300 kilometers

The Duras Sisters

Lursa and **B'Etor** are every bit as dangerous as male **Klingons**. Like their father and brother before them, they plan to seize control of the **Klingon Empire** by any means they can.

OTHER CARDS IN THIS FILE...
15 DURAS
21 TORAL
SEE OTHER FILES ....
STAR TREK: THE NEXT GENERATION .....File 69
STAR TREK GENERATIONS.....File 78

Although **Klingon** society precludes women from sitting on the **Klingon High Council**, **Lursa** and **B'Etor** of the **House of Duras** are a force to be reckoned with. Like their brother **Duras**, the former member of the High Council, they will stop at nothing to achieve their ends, including conspiring with the **Romulans** against their own people. Their ultimate goal is nothing less than total control of the **Klingon Empire**.

Double ambition

Lursa is the elder sister, and along with being slightly larger in stature, she speaks in low, menacing tones. B'Etor is smaller, with a coquettish voice and attitude. Other than these superficial differences, they are eerily alike; they are both fearsome Klingon females, tall, solid and muscular, with long, brown hair. Ultimately, they are so united by their mutual ambitions that they are nearly indistinguishable from one another.

Like their brother and father before them, Lursa and B'Etor have little respect for the honor that Klingons hold dear, preferring to work in the shadows, conspiring with questionable partners, in order to achieve their ends.

Powerful family

Duras's death leaves **Gowron** as the only candidate to succeed **K'mpec** as High Chancellor. The Duras sisters are not willing to accept this situation meekly. The family name of Duras carries much weight within the Klingon Empire; Duras's influence spread wide throughout the Empire, even after his death in 2367, and even within the Klingon High Council itself, many still owe allegiance to him. These strong political ties allow Lursa and B'Etor to step in to fill the power void left by their brother's demise. They command much the same combination of fear and respect as Duras himself, a monumental accomplishment in the male-oriented Klingon political power structure.

Their father, **Ja'rod**, had betrayed his people by conspiring with the Romulans to undermine Klingon/**Federation** relations. Although this could possibly leave the Empire ripe for Romulan invasion, Lursa and B'Etor see no reason to end this profitable arrangement. Backed by the Romulans, and with the assistance of **Sela,** the sisters are able to make a play for control of the Klingon High Council in 2367.

Surprising the High Council by revealing a hitherto unknown male heir to the house of Duras named **Toral**, the sisters are able to attempt a challenge to Gowron's installation as council leader.

When the **Arbiter of Succession**, **Captain Picard**, rules that Toral has no right to pursue his father's claim, the sisters use their family influence

THE DURAS SISTERS

NAMES: Lursa and B'Etor

LIFE FORM: Klingon females

FAMILY: House of Duras

RELATIVES: Duras (brother); Toral (nephew)

POLITICAL AFFILIATIONS: In 2366, Lursa and B'Etor lead a revolt on Qo'noS which is covertly backed by the Romulans. Following their defeat, they are renegades.

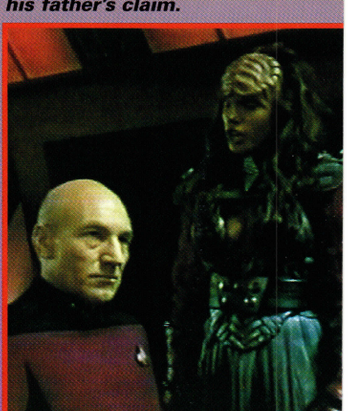
STATUS: Deceased.

FIRST SEEN: 'Redemption' (TNG)

Lursa and B'Etor are as power hungry as their brother Duras. They are prepared to deal with the Romulans, who are mortal enemies of the Klingon Empire. Even in defeat they devote their lives to taking power from Gowron.

★ Enemies

The sisters try to persuade Captain Picard to allow Toral to put himself forward for the position of Chancellor, but Picard rules that Toral has no right to pursue his father's claim.

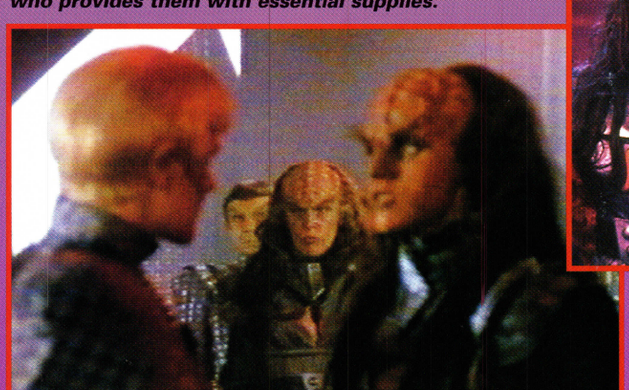


★ Puppet chancellor

Lursa and B'Etor are forbidden from sitting on the Klingon High Council, but attempt to secure the leadership of the Empire for their nephew.

★ Romulan conspiracy

Like the rest of the Duras family, Lursa and B'Etor are backed by the Romulans. Their attempt to take power during the Klingon Civil War is orchestrated by Sela, who provides them with essential supplies.



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PERSONNEL FILES
The Duras Sisters

among the council members to split the loyalties of the Klingon High Council and plunge the Empire into a bloody civil war. The war is ended only when the Federation prevents the Romulans from supplying the House of Duras's forces with supplies. Toral is captured, but Lursa and B'Etor manage to escape.

Financial pressures

Following their disastrous failure in the civil war, the Romulans abandon Lursa and B'Etor. But the Duras sisters are as ambitious as ever. Despite the Gowron regime's best efforts, they elude capture and, over time, they engage in several schemes to raise the finances needed for another attempt to take over the High Council.

One of these attempts occurs in 2369, when the Duras sisters appear on the Federation/**Bajoran** station ***Deep Space Nine*** and sell **bilitrium** explosives to **Tahna Los**, a member of the Bajoran **Kohn-Ma** terrorist organization.

In 2370, Lursa and B'Etor engage in an illegal operation to mine magnesite ore belonging to the **Pakleds** on **Kalla III**. They doublecross their partner, a **Dopterian** named **Gorta**, by leaving him stranded in the magnesite mines. They plan to sell the ore to a **Corvallan** trader, but their scheme is frustrated by the arrival of the ***U.S.S. Enterprise NCC-1701-D***.

Continuing dynasty

At about this time, Lursa learns that she is pregnant. The identity of her mate remains unknown, as does the fate of the child. However, according to the Duras family crest on a knife brought back in time by the future **Alexander Rozhenko**, the child is a boy.

Lursa and B'Etor's final, misguided venture takes place in 2271, and involves a deal with **Dr. Tolian Soran**, an **El-Aurian** scientist who is involved in an obsessive quest to be reunited with the **Nexus**, a cosmic energy source with extraordinary properties. He offers the Duras sisters the secrets of **trilithium** weapons technology in exchange for their assistance in helping him steal trilithium from the Romulans. The knowledge he offers will greatly aid them in their latest bid to wrest control of the High Council away from Chancellor Gowron.

The Duras sisters once again encounter the *U.S.S. Enterprise*, this time at the ***Armargosa Observatory*** as they conduct their business with Soran. Lursa and B'Etor are forced to retreat but, shortly afterward, and with some assistance from Soran, they inflict massive damage on the *Enterprise*. Ironically, before they can celebrate their victory the *Enterprise* manages to deactivate their shields and destroy their ***D-12***-class ***Bird-of-Prey***, killing them both.

★ Scheming

Two years after their defeat in the Klingon Civil War, Lursa and B'Etor visit DEEP SPACE NINE. As they have committed no crime against the Federation they are not arrested.

★ Family crest

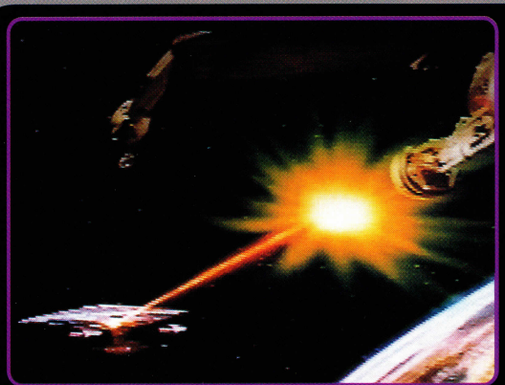
When a version of Alexander Rozhenko returns from the future, he has a knife which bears the Duras family crest. It clearly shows that Lursa has a son.

> "Lursa and B'Etor are feared. And fear is power."
>
> —Chancellor Gowron

★ Weapons trade

Lursa and B'Etor will do anything they can to raise the money they need to finance an attack on Duras. One of their schemes involves selling explosives to the Kohn-Ma, who plan to destroy the Bajoran wormhole.

FINAL BATTLE



Bid for power

Lursa and B'Etor spend the years following their defeat in the Klingon Civil War desperately looking for ways to take control of the Klingon Empire. In 2371, Dr. Tolian Soran offers them an extremely powerful weapon in return for their assistance in his own scheme.

Soran's weapon is a trilithium bomb that can stop all fusion reaction in a star, making it explode. The Duras sisters help him to steal enough trilithium from the Romulans, and he alters Geordi La Forge's VISOR so that the Klingons can see exactly what the *Enterprise*'s engineer sees. This allows Lursa and B'Etor to fire through the *Enterprise*'s shields, but the two Klingons are defeated when the *Enterprise* manages to activate their cloaking device, thereby disabling their shields.

★ To the death

Lursa and B'Etor believe they finally have the opportunity to destroy their enemies and attack the U.S.S. ENTERPRISE.

★ Wise ally

Soran gives Lursa and B'Etor a massive tactical advantage over the crew of the ENTERPRISE by allowing them to see exactly what Geordi La Forge sees.

★ Dying moments

Lursa and B'Etor meet their deaths in orbit around Veridian III, when the ENTERPRISE deactivates their ship's shields.

Captain Hikaru Sulu

Sulu becomes a **Starfleet** captain at the age of 53. He brings vast experience to the role, and is a relaxed and confident commander. And, like his former commanding officer, **Captain Kirk**, he is not afraid to use his own initiative.

Hikaru Sulu rises from physicist to helm officer on the ***U.S.S. Enterprise NCC-1701*** under the command of **Captain James T. Kirk**, then up through the ranks to captain. He assumes command of the ***U.S.S. Excelsior NCC-2000*** in 2290 and, under his command, the vessel, which is the prototype for its class, is commissioned for regular service as a deep space exploratory vessel.

Command ability

Sulu excels as a captain, and even in the 2370s many officers are familiar with his portrait, which hangs in **Starfleet Headquarters**. Sulu gains early experience of command during his time on the *Enterprise*, when Kirk often leaves him in command of the ship while the senior staff visit a planet's surface. By the time he is made captain of the *Excelsior*, he is a veteran who is confident in his ability to deal with almost anything space throws at him.

Bending the rules

Sulu has a relaxed command style – he enjoys drinking tea on the bridge every morning, and insists that anyone serving on his ship, even the **Vulcan Tuvok**, develops a sense of humor.

Like his mentor Captain Kirk, Sulu is not a 'by the book' officer. Experience has taught him that in order to achieve the best results, it is often important to bend the rules a little. At this point in **Starfleet**'s history, captains are often out of touch with **Starfleet Command** for long periods of time and have a great deal of discretion. Sulu is certainly not above falsifying his logs or lying to his superiors if he feels that the circumstances justify his actions.

Sulu explains some of his command philosophy when an inexperienced Ensign Tuvok questions his decision to disobey orders and mount a rescue attempt for Captain Kirk and **Dr. McCoy**, who have been imprisoned by the **Klingons**. He explains that while Tuvok is right to quote regulations, he is also wrong. Sulu feels that there is much more to commanding a starship than simply following orders and directives. The

PROFILE ON A CAPTAIN

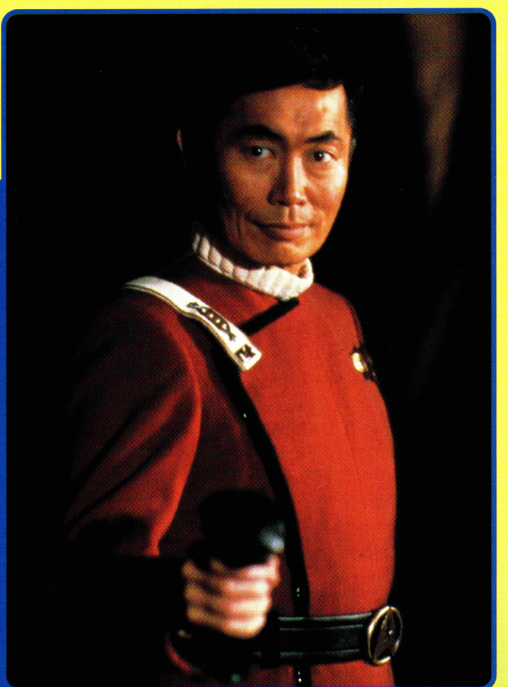
NAME: Hikaru Sulu

STATUS: Captain, ***U.S.S. Excelsior NCC-2000***

FORMER POSTINGS: Physicist [***U.S.S. Enterprise NCC-1701***]; helmsman [***U.S.S. Enterprise NCC-1701***]

FIRST MISSION: Charting gaseous anomalies in the Beta Quadrant.

REMARKS: Sulu is known to have occasionally falsified his logs. He has a strong belief that loyalty to his fellow officers is more important than regulations.

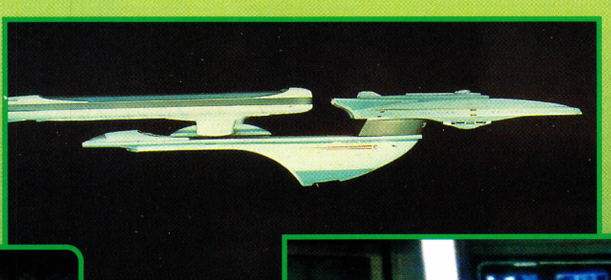


After years of service as the helmsman of the U.S.S. ENTERPRISE NCC-1701, Hikaru Sulu distinguishes himself as a Starfleet captain. In the 2370s, his portrait still hangs in Starfleet Headquarters.

TAKING COMMAND

★ Enterprise days

Sulu proves his command abilities while he is serving as helmsman aboard the U.S.S. ENTERPRISE NCC-1701. Captain Kirk is confident enough to give Sulu command of the ship on several occasions.



★ His own ship

Sulu is finally made a captain in 2290 and is given command of the U.S.S. EXCELSIOR NCC-2000 in 2290. At the time, the ship is one of the most advanced in Starfleet, and Sulu proves himself to be an excellent captain. His first mission is to chart gaseous anomalies.

★ Center seat

By the time Sulu becomes a captain, he is confident and relaxed. During his many years on the ENTERPRISE he encounters countless strange new worlds and is experienced enough to guide his new crew.

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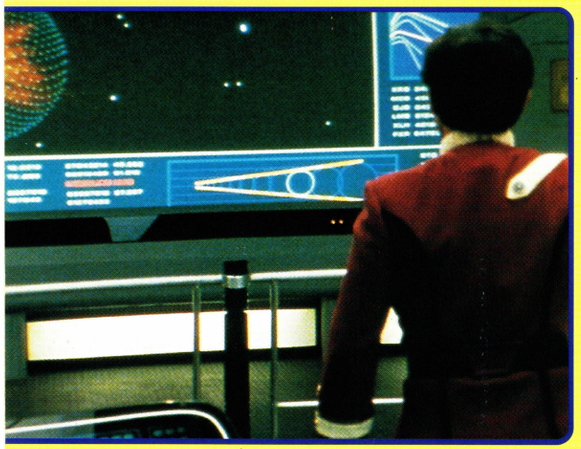
PERSONNEL FILES
Captain Hikaru Sulu

FILE 43 CARD 7B



★ **Surprise**

Despite all his years in Starfleet, Sulu is shocked when the U.S.S. EXCELSIOR monitors the explosion of the Klingon moon Praxis. Sulu has to use his experience as a helmsman to protect his ship from the massive shockwave. In the next few weeks, Sulu and the EXCELSIOR play a vital role in the events that follow.

sense of loyalty and family that develops between the members of the crew is equally, if not more, important. Sulu explains to Tuvok that he served with Kirk and McCoy for a very long time, and owes them his life a dozen times over; accordingly, he feels that it is acceptable to disobey direct orders because his friends are in trouble.

Sulu's first mission as captain of the *Excelsior* is a three year survey mission to catalog gaseous planetary anomalies in the **Beta Quadrant**. One of the members of his crew is **Janice Rand**, who was once Kirk's yeoman on the *Enterprise*. When this initial mission comes to an end, Sulu plays a vital role in the events leading up to the Khitomer peace conference, which establishes the foundation for peace between the Federation and the Klingon Empire. On **Stardate 9521.6**, Sulu completes his three year mission and, content with the performance of his crew and ship and the excellent results of the survey, he orders the *Excelsior* home.

Historic events

On their journey back to Earth, the crew of the *Excelsior* monitors a large explosion. When the ship is hit by an enormous energy wave emanating from destruction of the moon **Praxis**, the key **Klingon** energy production facility, Sulu's experience as a helmsman proves invaluable as he uses thrusters to pass though the shockwave.

Sulu reports the destruction of the Klingon moon to Starfleet at once and, soon after, the first Klingon/Federation peace initiative is launched. When Kirk and McCoy are arrested, Sulu sets course for **Qo'noS** to attempt a rescue mission. Knowing the trouble this action will cause, Sulu orders a course through the **Azure Nebula** which will conceal the *Excelsior*'s approach.

When the *Excelsior* enters the Azure Nebula, all hope of quietly entering Klingon space is dashed as a ***Klingon Battle Cruiser***, captained by **Kang**, decloaks. Sulu calmly states that the *Excelsior*'s navigation systems have failed, causing them to accidentally enter Klingon space. While Kang escorts the *Excelsior* out of the nebula,

★ **Pivotal event**

Sulu's reports about the destruction of Praxis lead Starfleet Command to open peace negotiations with the Klingon Empire.

Sulu demonstrates some innovative thinking when he uses a modulated positron beam to trigger a thermochemical reaction which completely knocks out Kang's sensors and tactical systems. Sulu resumes course for Qo'noS, but shortly afterward three *Klingon Battle Cruisers* intercept the *Excelsior* and he is forced to retreat to Federation space.

To the rescue

Sulu violates regulations again when he tells Kirk that the Klingon/Federation Peace Conference is to be held at **Camp Khitomer**, near the **Romulan** border. Kirk asks Sulu to join him and the *Enterprise* to fight a prototype ***Klingon Bird-of-Prey*** that can fire while cloaked. Sulu pushes the *Excelsior* to its limits in order to reach Khitomer in time.

The *Excelsior* arrives just in time to draw the *Bird-of-Prey*'s fire, allowing Kirk and his crew to develop an effective means of attack. Once the *Bird-of-Prey* is hit and decloaks, the *Enterprise* and the *Excelsior* join forces to destroy it. Sulu joins his old crewmates on the planet's surface and prevents one of the co-conspirators, **Admiral Cartwright**, from making his escape from the conference hall.

> **"You'll find that more happens on the bridge of a starship than just carrying out orders and following regulations."**
>
> — Captain Sulu to Ensign Tuvok

RESCUE MISSION

Act of loyalty

When Sulu learns that Kirk and McCoy have been arrested by the Klingons, he is determined to help them even if this means losing his command. At first he tries to reach Qo'noS, and then joins the *U.S.S. Enterprise* at Khitomer.

★ **Innovative approach**

Kang insists on escorting the U.S.S. EXCELSIOR out of Klingon space, but as soon as Sulu is clear of the Azure Nebula he orders a young Ensign Tuvok to ignite serilium gas in the nebula. This causes an explosion that disables Kang's BATTLE CRUISER.

★ **Intercepted**

The Klingon Captain Kang catches Sulu as he tries to make his way through the Azure Nebula. The two men encountered one another when Sulu served on the U.S.S. ENTERPRISE in the 2260s.

★ **Khitomer**

Sulu tells Captain Kirk that the peace conference is to be held at Camp Khitomer near the Romulan border. He arranges to meet his old commander there and helps to expose the plot to disrupt the talks.

Miles O'Brien: Friends and Family

Miles O'Brien is a well liked man who can count many people among his friends. He is closest to **Dr. Julian Bashir**, but has had a big influence on **Rom** and his son **Nog**. O'Brien has also managed the difficult task of balancing a happy family life with a **Starfleet** career. He married in 2367, and he and his wife, **Keiko**, have two young children.

Over the many years he has spent in **Starfleet**, **Miles O'Brien** has made many lasting friendships and even found a wife with whom he has managed to raise a family.

Miles' closest friend is **Dr. Julian Bashir**, the chief medical officer on ***Deep Space Nine***. Bashir is impressed with O'Brien, whom he considers a veteran, from the moment he meets him. But at first O'Brien finds Bashir's enthusiasm annoying and his relentless cheerfulness obnoxious; he goes out of his way to avoid the young doctor. Miles often tries to discourage Bashir with sarcastic comments which, to his surprise, are returned with equal vigor.

Circumstances often throw the two men together, and Miles eventually develops a genuine friendship with Bashir. When the two men nearly die on **T'Lani** territory, O'Brien begins to realize what a remarkable man Bashir is, and the two become fast friends.

Although his experience with Julian might suggest otherwise, Miles O'Brien seems to be an easy man to befriend. He has a relaxed relationship with the engineers under his command, and enjoys sharing a joke with them. He also has an excellent rapport with his commanding officers, and is remembered fondly by **Captain Maxwell**, who commanded him on the ***U.S.S. Rutledge***.

Making an effort

Miles knows **Worf** on the ***U.S.S. Enterprise NCC-1701-D***, but it isn't until both men are assigned to *Deep Space Nine* that a friendship starts. They share past experiences, and Miles is familiar with Worf's gruff **Klingon** nature. His relaxed attitude and humor in dealing with Worf undoubtedly allow his crewmates to see past the Klingon's tough exterior, and Miles goes out of his way to befriend Worf when the Klingon first arrives on the station.

In fact, Miles often befriends those that others might find a little 'difficult'. On *Deep Space Nine*, he arranges for **Rom** to become an engineer. The grateful **Ferengi** soon regards O'Brien as one of his best friends, and often turns to him for advice. Miles has also become something of a role model for Rom's son **Nog**, who is the first Ferengi to pursue a career in Starfleet. His advice helps Nog to adjust to life in Starfleet and to integrate himself with other races.

Of course, O'Brien's closest relationship is with his wife, whom he meets while they are both serving on the ***U.S.S. Enterprise NCC-1701-D***. Miles is

PROFILE ON A FAMILY MAN

NAME: Miles Edward O'Brien

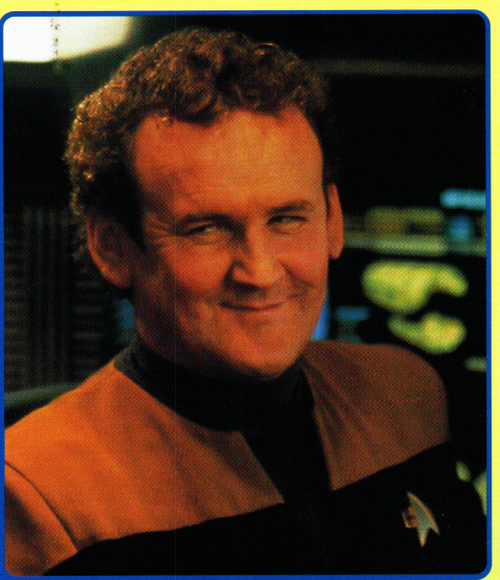
LIFE FORM: Human male

MARITAL STATUS: Married — Keiko Ishikawa (2367)

CHILDREN: Molly (born 2368), Yoshi (born 2373).

CLOSE FRIENDS: Julian Bashir, Data, Kira Nerys, Rom, Nog.

REMARKS: Miles is a popular member of ***Deep Space Nine***'s senior staff who has a very friendly relationship with most of the engineers under his command.



Miles O'Brien has managed to combine a family life with a career in Starfleet and several strong friendships. Dr. Bashir is his closest friend on DEEP SPACE NINE, but O'Brien has also served as a role model for Nog.

STARFLEET MARRIAGE

★ **Happily married**
Miles marries Keiko Ishikawa in 2367 while they are both serving on the U.S.S. ENTERPRISE NCC-1701-D. Captain Picard performs the ceremony.

★ **Best man**
Data is Chief O'Brien's best friend on the ENTERPRISE. He helps to iron out some difficulties between Miles and Keiko on their wedding day.

★ **Different traditions**
Miles and Keiko often prepare ethnic meals for one another as part of an effort to explore their different backgrounds.

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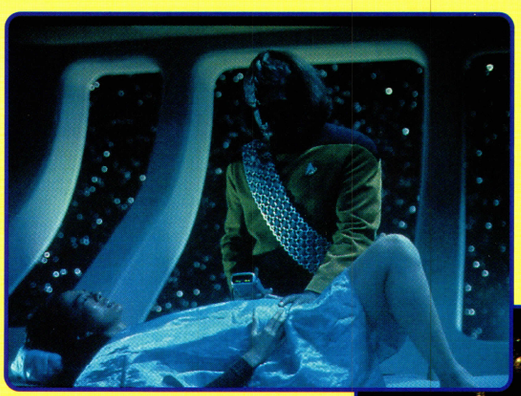
Miles O'Brien: Friends and Family

★ **Familiar face**
O'Brien welcomes Lt. Commander Worf to DEEP SPACE NINE. The two men share fond memories of their time together on the U.S.S. ENTERPRISE.

★ **Firstborn**
Keiko gives birth to the O'Briens' first baby, Molly, during an emergency on the ENTERPRISE. Miles is trapped on the bridge and Worf is forced to act as midwife.

"If you hadn't seen your wife and child for two months, you'd be irascible too." — Miles O'Brien to Dr. Bashir



★ **Yoshi**
The O'Briens' second child is born on DEEP SPACE NINE. After Keiko is injured, Major Kira carries the baby to term, and grows very close to the O'Briens.

introduced to **Keiko Ishikawa**, a botanist, by their mutual friend **Data**. The two soon fall deeply in love and plan to marry on **Stardate 44390** in **Ten-Forward**. Keiko gets cold feet, and calls off the wedding, but she eventually changes her mind and they wed in 2367, with Data as the 'father of the bride'. The two lovers are intensely aware of their ethnic backgrounds, and the decorations in Ten-Forward pay homage to both Miles' Irish heritage and Keiko's Japanese ancestry.

A difficult balance

Miles' Starfleet career has often made his family life difficult. His mother dies in 2368, and in 2369 his father, **Michael O'Brien**, remarries. Miles is unhappy about this because he has never met his father's new wife.

When Miles is assigned to *Deep Space Nine* in 2369 as chief of operations, Keiko leaves her job and joins him. At first, Keiko despairs of the living conditions on the station, is restless without a job, and worries about Molly's education. Miles considers leaving his post, but Keiko decides to open a school for the station's children and, for a while, the O'Briens are content. After the school is destroyed by **Bajoran** extremists, Miles again offers to leave his posting, but Keiko refuses to accept his offer.

Kept apart

In 2371 Keiko accepts a job as a botanist on a remote area of Bajor, which means that she and Molly have to leave the station for months at a time. O'Brien is heartsick; he wants his wife to pursue her career, but he misses her terribly. At this point, Miles relies very heavily on his friendship with Julian Bashir. The two men spend countless hours playing darts in **Quark's bar** or enjoying recreations of historic battles on the **holodeck**. The two men share a common British heritage; the Chief is Irish and Julian is English, and their holodeck adventures follow English and Irish themes.

Miles complains to Julian about his problems with Keiko. For instance, when Keiko objects to the fact that Miles put up a workshop in their bedroom while she was on assignment on Bajor, Julian tells Miles that he completely understands his point of view. Miles wonders why his wife can't be more like Julian, and then is appalled he ever said this. Of course, Julian mercilessly teases his friend.

There are times, however, when Miles and the doctor disagree vehemently, as when Julian feels obligated to assist **Jem'Hadar** soldiers while Miles insists they deserve no help. It almost destroys their friendship, but the two realize that a difference in judgment shouldn't ruin their relationship.

Second child

When Keiko becomes pregnant again, she and Miles are delighted, but an accident forces Dr. Bashir to transfer their unborn child into **Kira Nerys**'s womb. Miles and Keiko agree that Kira should share quarters with them until their child is born so they can care for her.

The Chief and Major Kira become very close while they are living together. Miles is an expert at pampering pregnant women because he watched his father care for his mother through her own pregnancies. He gives Kira back and leg massages to ease the pain of her pregnancy, making for a friendly intimacy that gets close to something much more. But both Miles and Kira decide that there is nothing to be gained from pursuing any kind of romantic involvement. Miles and Keiko's son, **Yoshi**, is born in 2373.

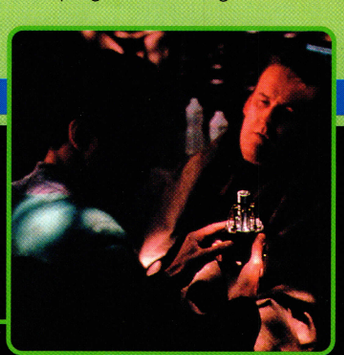
False memories

Miles' most difficult experience of friendship relates to an illusory friend, **Ee'Char**, who is part of an implanted memory that the **Argrathi** use to punish the Chief for a crime he did not commit. In the artificial memory, Miles, broken by years of imprisonment, killed Ee'Char for a piece of food. The Chief is plagued with guilt for this, but eventually learns to live with his feelings.

Miles is known as a steady, tireless worker, and he puts the same unfailing energy and loyalty into his family and friendships. Without a doubt, Miles has earned the love of his wife and children, and the respect of his co-workers through his openness, honesty, and commitment.

THE BEST OF FRIENDS

★ **Early days**
Miles does not originally like Julian, whom he finds rather 'enthusiastic', but the two have become close.



★ **Drinking buddies**
Chief O'Brien and Dr. Bashir have become very close friends who share several hobbies and a common culture.

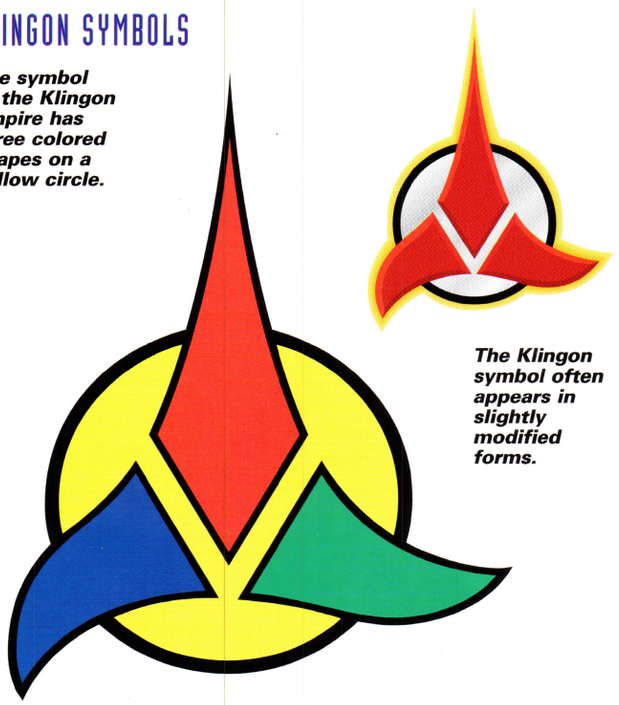
★ **Disagreement**
Miles and Julian have a serious falling out over whether to help some stranded Jem'Hadar troops.

Non-Federation Symbols

Most major non-**Federation** races uses symbols and badges to identify themselves and their various organizations. Even the races in the **Delta Quadrant** and the **Mirror Universe** have their own insignia.

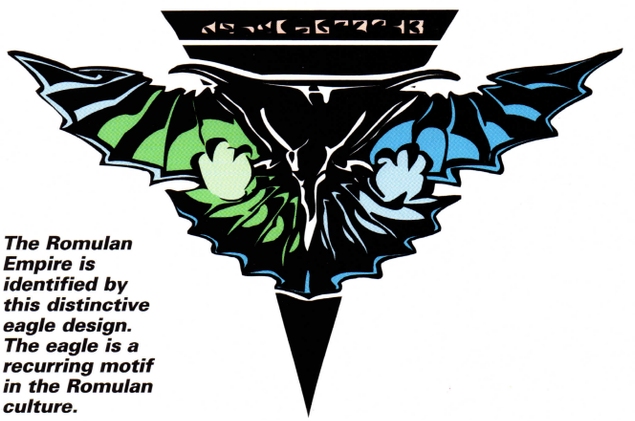
KLINGON SYMBOLS

The symbol of the Klingon Empire has three colored shapes on a yellow circle.



The Klingon symbol often appears in slightly modified forms.

ROMULAN SYMBOLS

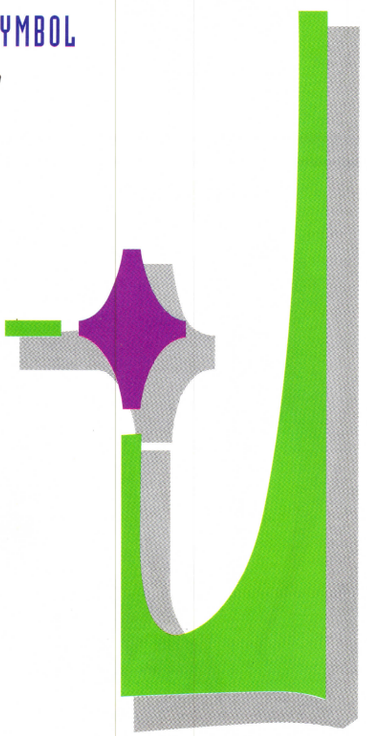


The Romulan Empire is identified by this distinctive eagle design. The eagle is a recurring motif in the Romulan culture.

The eagle also appears on the Tal Shiar badge.

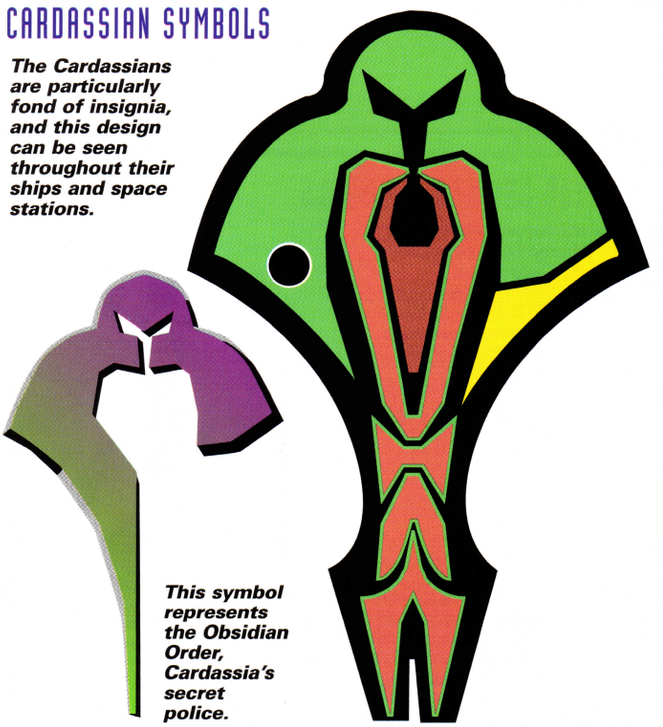
DOMINION SYMBOL

The Dominion seems to use very few insignia. This symbol was seen in an internment camp.



CARDASSIAN SYMBOLS

The Cardassians are particularly fond of insignia, and this design can be seen throughout their ships and space stations.



This symbol represents the Obsidian Order, Cardassia's secret police.

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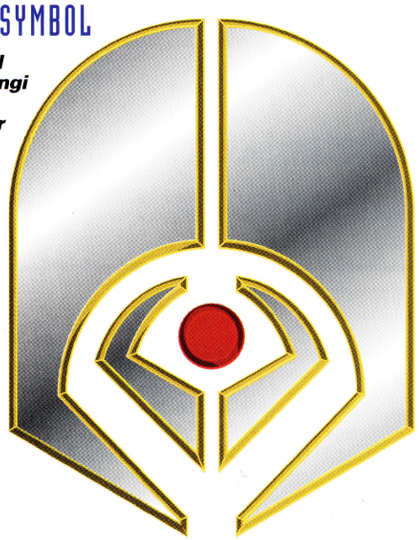
Non-Federation Symbols

FERENGI SYMBOL

The symbol of the Ferengi alliance is very similar to the design of their ships.

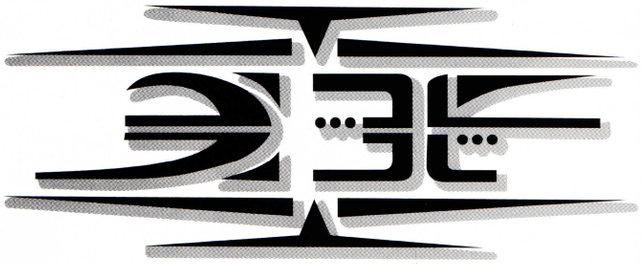


BORG SYMBOL

The Borg Collective use this distinctive symbol.

KAZON SYMBOL

The various Kazon sects identify themselves with this complex symbol.



VIDIIAN SYMBOL

This symbol of the phage-infected Vidiian Sodality is feared in the Delta Quadrant.

MIRROR UNIVERSE SYMBOLS

The differences between the Mirror Universe and our own are often subtle, but the symbols and insignia used in that reality are almost always different, reflecting the Mirror Universe's political alliances.

In the 2260s this symbol represented the Terran Empire, a brutal counterpart to the United Federation of Planets.

In the 2370s this symbol was used to represent the Klingon/Cardassian alliance. Each culture's insignia is combined in a single symbol.

FILE 68 STAR TREK: The Original Series

'The Gamesters of Triskelion'

Captain Kirk, **Lt. Uhura** and **Ensign Chekov** are transported to a strange planet and told that they will spend the rest of their lives fighting for the entertainment of the mysterious **Providers**. In a bid to escape, Kirk bets the lives of his entire crew.

CAPTAIN'S LOG
STARDATE: 3211.8

"While beaming down from the ENTERPRISE to inspect facilities on Gamma II, the normal transporter sequence has been interrupted and we find ourselves on a strange and hostile planet, surrounded by creatures belonging to races scattered all through the Galaxy."

Captain Kirk, **Chekov**, and **Uhura** are beaming down to make a routine inspection of an unmanned communications and **astrogation station**, but as soon as they step on to the **transporter pad** they vanish. **Scotty** has no explanation for what has happened – the transporter was definitely not activated and shows no signs of a malfunction.

The landing party appear in the middle of an arena. Within a few moments, they are surrounded by four armed humanoids. Their **phasers** are useless. They put up a brave fight, but the strangers defeat them.

A man dressed in black robes appears and congratulates Kirk and his party on their strength and competitive spirit. He explains that his name is **Galt** and he is the **Master Thrall** on **Triskelion**. The landing party are now thralls who belong to the **Providers**, and they will spend the rest of their lives on Triskelion. Galt leads his captives into a room and fits them with collars.

On the ***U.S.S. Enterprise NCC-1701***, Scotty tells **Spock** that the transporter was definitely not responsible for what happened to the landing party. Spock is unable to find any trace of the missing crew members.

Life of slavery

Galt shows Kirk, Chekov and Uhura to some cells. The *Enterprise* officers try to make a break for it, but Galt's eyes light up, making the collars glow, and the landing party falls to the ground in agony. Galt tells them that they are 'collars of obedience' which make escape impossible.

Meanwhile, Spock's sensors are showing that the landing party are not in the solar system.

The landing party are locked in their cells. One of the men who surrounded them lets himself into Uhura's cell and tells her that he is **Lars**, her **drill thrall**, and he has been selected for her. Kirk can hear a fight, and a few minutes later an angry Lars leaves. Another thrall, **Shahna**, lets herself into Kirk's cell and tells him to eat.

The *Enterprise* discovers an unexplained ionization trail. With no other leads, Spock decides to follow it.

Chekov's drill thrall, **Tamoon**, is also a woman and is clearly attracted to him. Kirk enjoys his meal. Shahna explains that when

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ON SCREEN...

1 *Instead of arriving at the Gamma II communications station, Kirk's party find themselves in a strange arena.*

2 *Galt tells the landing party that they are now 'thralls', and fits them with 'collars of obedience'.*

3 *Each of the U.S.S. ENTERPRISE officers has been given a drill thrall, who will train them to fight.*

4 *Galt prevents the landing party from escaping by using the collars, which bring them to their knees.*

5 *With no other leads, Spock decides to follow an ion trail, even though it leads away from Gamma II.*

6 *The landing party refuse to attack the defenseless thrall, and Kirk insists on taking Uhura's place as the target.*

"The Gamesters of Triskelion"

he has been trained he will be vended to one of the Providers. Kirk tells Shahna that she is beautiful, but she has no idea what the word means.

The landing party are taken to the arena, where they are trained in the use of various weapons. Galt arrives with a thrall and tells them that they are to use him for target practice. The *Enterprise* officers refuse to cooperate, so Galt decides to make Uhura the target, but Kirk steps forward and takes her place. Lars ties his hands and an enormous thrall, **Kloog**, begins to attack him with a whip. Incredibly, Kirk manages to outmaneuver the giant and, with Shahna's advice, defeat him. When the fight is over, disembodied voices begin to bid for the landing party. They are eventually sold to **Provider One**. Galt tells them any acts of disobedience are now punishable by death.

Shahna takes Kirk for a run. When they take a breather he asks her about the Providers. She tells him that they do not have bodies like the thralls, but is unwilling to reveal more information. Kirk tells her about the existence of other planets and the importance of freedom. When she tries to tell him more about the Providers, her collar is activated and she collapses, but Kirk insists that he is responsible and the Providers relent. Shahna is amazed that Kirk tried to help her and responds to his kiss, but Galt appears and tells Kirk to return to his quarters.

On the *Enterprise*, Scotty and McCoy try to persuade Spock to turn back, but he insists on following the mysterious beam.

Bid for freedom

Shahna is disturbed by her growing feelings for Kirk, and the captain takes the opportunity to knock her out. He takes her key and releases Chekov and Uhura. They make it to the arena before Galt finds them and uses the collars to remind them of their 'duty'.

The *Enterprise* has found Triskelion, but Spock is unwilling to send a landing party down. He and McCoy decide to beam down alone, but the Providers take control of the *Enterprise* and stop them. Kirk can hear what is happening and explains the situation to his crew.

The Providers bring Kirk to their chamber. They are small creatures which look like brightly colored brains. They explain that they lead purely intellectual lives and that watching the thralls fight is their only entertainment, and they claim to use only "inferior beings". They plan to destroy Kirk and his people, but Kirk persuades them to accept a wager – his people will fight an equal number of thralls. If they win, the Providers will release the *Enterprise* crew and train the thralls to lead civilized lives; if they lose, they will devote themselves to the Providers' entertainment. The Providers accept, but tell Kirk that he alone will fight three thralls. He has no choice but to agree.

Kirk finds himself back in the arena and the fight begins. He soon whittles down the odds, killing two of his opponents but only wounding the last; Shahna is sent into the arena as a replacement. She gets the upper hand, but Kirk manages to overpower her and she surrenders.

The Providers are disappointed, but honor the terms of the wager. Shahna realizes what Kirk has achieved, and the captain gives her a last kiss before he leaves.

STARSHIP FACTS

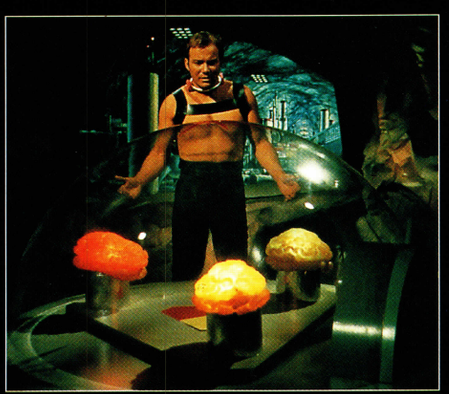
The Providers clearly make good on their promise to Captain Kirk. In 2373, *Deep Space Nine* receives a shipment of cargo bearing the symbol of Triskelion.

ON SCREEN...

7 ***After Shahna tells him that Kloog's left eye is weak, Kirk manages to maneuver around him and defeat the giant thrall.***

8 ***Kirk tries to teach Shahna about what life is like away from Triskelion. She begins to have feelings for him and tells him about the Providers.***

9 ***The landing party make a break for freedom, but when they get to the arena Galt stops them. Kirk persuades the Providers to talk to him directly.***



10 ***The Providers rely on the thralls for their entertainment, and are addicted to gambling. Kirk offers them the biggest gamble of their lives.***

11 ***If Kirk can defeat three thralls, he and all of his people will be freed, and the Providers will educate the thralls to run their own world.***

12 ***Kirk manages to defeat all three of his opponents, and when Shahna yields the Providers accept that they have lost the wager.***

FILE 71 STAR TREK: VOYAGER

'Warlord'

CAPTAIN'S LOG STARDATE 50348.1

"We've entered orbit around Ilari and sent a message to the Autarch, inviting him to visit the ship. Instead he'll be sending a personal representative."

After the crew of the ***U.S.S. Voyager NCC-74656*** rescue three people from a damaged ship, **Kes** begins to behave erratically. When she steals a shuttle and installs herself as the **Autarch of Ilari**, it becomes clear that she is not herself.

Neelix is showing **Tom Paris** and **Harry Kim** a **holodeck** recreation of the exclusive **Paxau** resort on **Rinax**. The program is relaxing but a little dull, and Neelix is delighted when the two officers add girls and Caribbean musicians. But before Tom and Harry can enjoy the modified program, they are called to the bridge.

The ***U.S.S. Voyager NCC-74656*** has detected a heavily damaged vessel which is about to explode. They move close enough to beam the three occupants to sickbay, where the **Doctor** and **Kes** try to help them. One of the men, **Tieran**, dies in sickbay. The two survivors, **Adin** and **Nori**, tell **Captain Janeway** that they were probably attacked by raiders, and Janeway decides to take them home to **Ilari**.

B'Elanna has added some modifications of her own to Neelix's Paxau program, but Neelix is concerned – Kes is late for lunch. When she does arrive, she tells him that she has a headache. She is uncharacteristically short with him and then tells him that she wants to end their relationship.

Possessed

When *Voyager* reaches Ilari, the **Autarch** sends a representative to the ship. As soon as he beams aboard, Kes shoots him, then disables Janeway and the transporter operator. Kes beams a shuttle into space and then beams herself, Adin, and Nori onto it. On the bridge, the senior staff are powerless to do anything before the shuttle goes to warp, and Tom can't track it.

The three fugitives head to Ilari, where their troops are waiting. Kes has a violent temper and seems far more confident. They beam a soldier, **Resh**, aboard and Kes explains that she is actually Tieran; the last host body died in sickbay, but Tieran was able to transfer himself into Kes's body. Tieran orders Resh to move the troops into position, and when he questions her orders Tieran uses Kes's mental abilities to force him to the ground.

The Autarch's heir, **Demmas**, transports up to *Voyager* and explains that over 200 years ago Tieran was the leader of Ilari. He was a paranoid tyrant who found a means of transferring his consciousness into someone else's body so he could avoid death. He is convinced that Kes has been

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ON SCREEN...

1 *Neelix has just completed a holographic recreation of the Paxau resort, and is delighted by Tom and Harry's improvements.*

2 *The Doctor and Kes do everything they can to help the people they have rescued, but Tieran dies.*

3 *Under Tieran's influence, Kes tells Neelix that she wants to end their relationship.*

4 *In the transporter room, Kes, who is being controlled by Tieran, shoots Captain Janeway and the transporter chief.*

5 *Tieran has discovered that Kes has some extraordinary mental abilities which he can use to keep his followers in order.*

6 *Demmas tells the crew of the U.S.S. VOYAGER that, with Tieran in control of her body, Kes is as good as dead.*

'Warlord'

lost and demands that Janeway helps his family to fight Tieran.

Tom contacts Janeway and tells her that they have found the shuttle. They try to beam Tieran back on to the ship, but it is useless.

Meanwhile, in the Imperial Hall, Tieran and 'his' men burst into the main chamber and shoot the Autarch and his guards. Tieran takes the ruler's talisman from the Autarch's body and puts it back around 'his' neck.

Tieran puts on an Ilari uniform and begins to restore the chamber to the way it was during his reign. 'He' smashes everything except a vase of flowers. Nori is concerned about her relationship with her husband, but Tieran tells her not to worry. A guard brings in **Ameron**, Demmas's younger brother, and Tieran makes him an offer – if he marries Tieran, who is now in a female body, Tieran will let him live.

Demmas decides to stay on *Voyager* and monitors the situation. He explains what has happened to Janeway and **Tuvok**, and asks for their help. Janeway is unwilling to start a war, and plans to try to remove Tieran's consciousness from Kes. The Doctor has developed a device which he believes can be used to remove it, but it will have to be applied to her body. Tuvok volunteers to perform the mission.

Fighting back

Tieran is suffering from headaches which are caused by Kes, who is resisting him. Adin suggests moving to a new host, but Tieran likes having Kes's powers and is convinced that he can defeat her.

Later, Tieran's advisors tell 'him' that Demmas is massing a fleet, and they suggest a pre-emptive strike. Tieran refuses, saying they will wait for Demmas to attack. Suddenly, Tieran realizes that 'he' can detect a familiar presence. 'He' seals the doors; Tuvok manages to attack before Tieran finds him, but the device doesn't seem to work and the **Vulcan** is taken prisoner.

Tieran interrogates Tuvok, who refuses to tell 'him' anything. Tuvok manages to grasp Tieran/Kes in a **Vulcan mind-meld** and talks to Kes, who tells him that she is fighting Tieran, but the violent tyrant soon regains control.

When Tuvok fails to return, Captain Janeway prepares a rescue team, which she allows Neelix to join. Tieran contacts *Voyager* and tells Janeway that Tuvok failed, and warns her against mounting the rescue. Tieran is still suffering from severe headaches and orders everyone to leave 'him' alone. Kes is fighting Tieran hard. Inside her mind, she tells him that if he doesn't surrender she will force him out. She knows she is wearing him down, and promises she won't stop until he is insane. Adin wakes Tieran and tells him he must leave Kes's body, but Tieran adamantly refuses to do so.

Later, Tieran announces that he is marrying Ameron and assures Nori that it is simply a political alliance. Resh reports that Demmas's fleet is approaching and that *Voyager* is with it. Tieran is clearly becoming erratic, and is showing more and more of Kes's personality. Demmas's troops land and attack the Imperial Hall; Tieran's advisors beg him to leave, but he refuses. Meanwhile, Tom rescues Tuvok and the two officers head into the main chamber.

Tieran is almost catatonic when the rescue team makes it into the chamber. Nori tries to take Tieran to safety but Neelix stops her. They use the Doctor's device on Kes, but she realizes that Tieran has fled to Ameron's body. She takes the device and uses it to finally destroy Tieran's consciousness.

ON SCREEN...

7 ***After Tuvok fails in his attempt to expel Tieran from Kes's mind, he manages to establish a Vulcan mind-meld to communicate with her.***

8 ***Kes is fighting Tieran for control of her body, driving him to the point of insanity. Although he refuses to accept it, she will inevitably defeat him.***

9 ***During the battle, Kes almost regains control of her body. Tieran finds it virtually impossible to distinguish his thoughts from hers.***

10 ***Neelix is delighted to have Kes back, but Tieran is not dead. Before she was rescued, Kes felt him flee her body for another host.***

11 ***Kes realizes that Tieran has taken possession of Ameron. She is determined to end his evil, and finally expels his consciousness.***

12 ***On the U.S.S. VOYAGER, Tuvok tells Kes her experiences with Tieran will have changed her forever; she cannot go back to being the person she was.***

STARSHIP FACTS

Tuvok is correct when he tells Kes that the events on Ilari will have a lasting affect on her. Shortly afterward, Kes and Neelix decide to end their relationship.

E continued

elogium The onset of sexual maturity in **Ocampan** females, usually occurring midway through their nine-year life span. The elogium only occurs once, and if the female does not mate she will not have another chance to conceive. **Kes**'s ability to reproduce was threatened when she experienced a premature and accelerated elogium in 2372. (*Starship Log:* 'Elogium' [VOY]) ***SEE FILES 18, 43, 71***

Elrem **Kes**'s uncle, one of the **Ocampa** under the protection of the **Caretaker**. (*Starship Log:* 'Dreadnought' [VOY]) ***SEE FILES 18, 71***

Rutian terrorists used a transporter system based on the Elway Theorem, which folds space.

Elway Theorem Astral physical proposition for 'folded space transport'. **Starfleet** abandoned development of this alternative to matter-energy transport, due to the irreparable harm caused to the transportee, but the **Ansata** terrorists utilized its 'dimensional jump' technology in their war against the **Rutians**. (*Starship Log:* 'The High Ground' [TNG]) ***SEE FILES 18, 59, 69***

EM Standard abbreviation for 'electromagnetic', a term applied to devices, objects or fields exhibiting magnetism produced by an electric charge in motion. ***SEE FILES 68, 69, 70, 71***

EM base frequency The primary rate of wave oscillation in **phaser** weapons. When confronting the adaptive ability of the **Borg**, **Starfleet** forces have to continually reconfigure the base frequencies of their armaments. (*Starship Log:* 'The Best of Both Worlds', Parts I & II [TNG]; ***Star Trek: First Contact***) ***SEE FILES 60, 69, 79***

EM discharge Sudden and often-violent burst of electromagnetism. While descending through the atmosphere of the **Briori** planet, **Harry Kim** had to reroute the ***U.S.S. Voyager***'s **ODN** conduit following explosive EM discharges. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILE 71***

EM disturbances Atmospheric agitation and perturbation. EM disturbances typically disrupt both **transporter** function and space flight, as occurred when **Neelix** and **Tom Paris** were marooned on 'Planet Hell'. (*Starship Log:* 'Parturition' [VOY]) ***SEE FILE 71***

EM flux Emanation in an energy mass contained on ***Deep Space Nine*** in 2370. Analysis of the flux revealed the mass to be a rapidly expanding proto-universe. (*Starship Log:* 'Playing God' [DS9]) ***SEE FILE 70***

When Kes entered a false elogium she told Neelix that she had to bond with him for six days in order to conceive a child. If she did not, she would never become a mother.

EM pathway **Chief O'Brien** considered creating an EM pathway along ***Deep Space Nine***'s inner hull to trap **Cardassian voles** in 2370. He rejected the idea because it would have required him to shut down all other systems. (*Starship Log:* 'Playing God' [DS9]) ***SEE FILE 70***

EM radiation A severe spatial distortion wave encountered by the ***U.S.S. Voyager*** in 2371 generated intense pulses of EM radiation, apparently causing a variety of systems malfunctions on the ship. (*Starship Log:* 'Twisted' [VOY]) ***SEE FILES 18, 40, 71***

EM resonance A field generated by the huge spacedwelling swarm of protozoa-like life forms studied by the ***U.S.S. Voyager*** in 2371. The field created a magnetic wake that pulled *Voyager* into the mass. (*Starship Log:* 'Elogium' [VOY]) ***SEE FILE 71***

In the Delta Quadrant the U.S.S. VOYAGER encounted a school of spacefaring creatures that generated a dangerous EM resonance, pulling the ship in among the creatures.

EM signature Pattern of electromagnetic activity unique to a given celestial object. The signature of the **Kohl** settlement's homeworld revealed that a glacial freeze, caused by a major solar flare, destroyed the planet's ecosystem. (*Starship Log:* 'The Thaw' [VOY]) ***SEE FILE 71***

Emerald Wading Pool A holodeck simulation, based on an actual site on **Cirrus IV**. ***U.S.S. Enterprise NCC-1701-D*** personnel used the program as a more sedate alternative to the **Cliffs of Heaven** simulation. (*Starship Log:* 'Conundrum' [TNG]) ***SEE FILE 69***

elogium
Elrem
Elway Theorem
EM
EM base frequency
EM discharge
EM disturbances
EM flux
EM pathway
EM radiation
EM resonance
EM signature
Emerald Wading Pool
emergency encryption code
emergency hand actuator
emergency manual monitor
Emergency Medical Hologram
Emergency Procedure Alpha 2
emergency saucer separation
emergency transponder
emergency transporter armbands
emergent circuit nodes
emergent life form
emergent life form holodeck sequence
EMH
Emi
Emila II
Eminiar VII
Emissary
emission nebula

When the U.S.S. VOYAGER was duplicated, the two ships established communications using the EM base frequency.

The crew of DEEP SPACE NINE have tried several methods of dealing with Cardassian voles – Chief O'Brien once considered using an EM pathway.

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emergency encryption code

Starfleet code used for messages of no more than five seconds, when other communication is impossible or imprudent. Duplicate ***U.S.S. Voyagers*** created by a spatial scission in 2372 established a comlink using the code. (*Starship Log:* 'Deadlock' [VOY]) ***SEE FILE 71***

emergency hand actuator

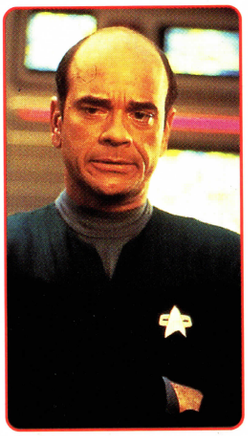
A manually-operated crank that can be used to engage a mechanical device, such as an automatic door, when ordinary voice- or keyboard-activated computer commands fail. (*Starship Log:* 'Disaster' [TNG]) ***SEE FILE 69***

emergency manual monitor

Redundant or backup command module on the ***U.S.S. Enterprise NCC-1701***. Also called the **Auxiliary Control Center,** this was where **Chief Engineer Scott** tried to disconnect the unpredictable **M-5 computer** in 2268. (*Starship Log:* 'The Ultimate Computer' [TOS]) ***SEE FILES 20, 68***

Emergency Medical Hologram

The **EMH** projection system, designed by **Dr. Lewis Zimmerman**, emits a holo-humanoid physician multitronically programmed with the experience of 47 medical officers, and treatment data from over 2,000 reference sources and 3,000 cultures. ***U.S.S. Voyager***'s EMH 'Doctor' became the ship's primary medical specialist, and developed many capabilities beyond Zimmerman's original design. (*Starship Log:* 'Caretaker' [VOY]) ***SEE FILES 29, 56, 71***



The Emergency Medical Hologram is commonly known as 'the Doctor'.

Emergency Procedure Alpha 2

Federation protocol, utilized during severe system failure, that places key vessel operations under manual control. **Deanna Troi**, in temporary command of the ***U.S.S. Enterprise*** in 2368, ordered Alpha 2 following a collision. (*Starship Log:* 'Disaster' [TNG]) ***SEE FILE 69***

emergency saucer separation

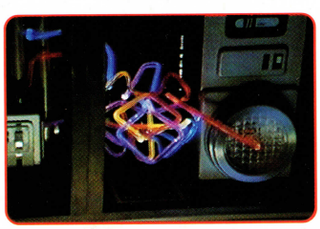
SEE **saucer separation**

emergency transponder

SEE **transponder**

emergency transporter armbands

Device enabling activation of a ship's transporter by a crew member at a remote location. The appliance is also effective in creating an individual, protective force field. (*Starship Log:* 'The Best of Both Worlds', Part II) ***SEE FILES 59, 69***



The emergent circuit nodes on the U.S.S. ENTERPRISE developed into a new and unusual life form.

emergent circuit nodes

Basic constituents of the emergent life form that developed in the ***U.S.S. Enterprise*** **holodeck** in 2370, following an encounter with a magnascopic storm. By linking the ship's various computer systems, the nodes produced a vestigial neural net that temporarily exerted control over the starship. (*Starship Log:* 'Emergence' [TNG]) ***SEE FILE 69***

emergent life form

Germinator of the quasibiotic entity that utilized circuit nodes in the ***U.S.S. Enterprise NCC-1701-D*** computer system to create a shipwide spawning medium. Once its progeny were assured of survival, the agent developed a new form and left the ship. (*Starship Log:* 'Emergence' [TNG]) ***SEE FILES 58, 69***

emergent life form holodeck sequence

The initial guise of a nameless incipient life form that emerged aboard the ***U.S.S. Enterprise*** in 2370. This sentient being appeared as various **holo-characters** to provide a humanoid manifestation of its survival instincts and procreative labors. (*Starship Log:* 'Emergence' [TNG]) ***SEE FILE 69***

EMH

SEE **Emergency Medical Hologram**

Emi

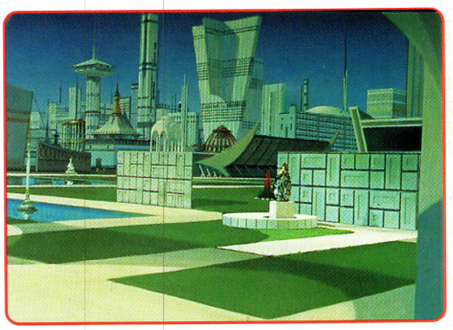
Alluring humanoid female who skillfully performed **oo-mox** on **Quark**'s ears while negotiating for **self-sealing stem bolts** needed by her family's production plant. The transaction went unconsummated due to **Grand Nagus Zek**'s interruption. (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILE 70***

Emila II

The ***U.S.S. Enterprise NCC-1701-D*** was bound for this planet after completing an assignment at **Tanuga IV** in 2366. (*Starship Log:* 'A Matter of Perspective' [TNG]) ***SEE FILES 3, 69***

Eminiar VII

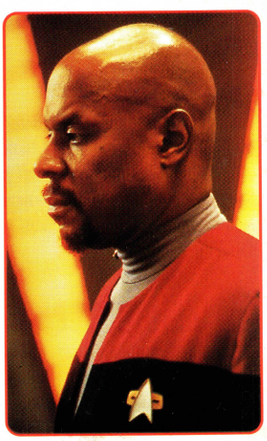
Inhabitants of this planet and those of the nearby planet **Vendikar** conducted a perpetual war using computer-calculated 'battles', until the arrival of **Captain Kirk** and the ***U.S.S. Enterprise*** forced the two nations into peace negotiations. (*Starship Log:* 'A Taste of Armageddon' [TOS]) ***SEE FILES 3, 18, 68***



Although Eminiar VII appeared peaceful, it was actually involved in a devastating war with its neighbor Vendikar. The casualties were calculated by battle computers.

Emissary

According to **Bajoran** theology, the figure who will reveal the **Celestial Temple of the Prophets**. After discovering the **Bajoran wormhole** in 2369, **Starfleet** officer **Benjamin Sisko** was acclaimed as the Emissary, a role he esteems but is often uncomfortable fulfilling. (*Starship Log:* 'Emissary' [DS9]) ***SEE FILES 10, 43, 70***



Almost all Bajorans recognize Benjamin Sisko as the Emissary of the Prophets. He has fulfilled several prophecies relating to the Emissary, and, vitally, was the first person known to have entered the wormhole, or the Temple of the Prophets.

emission nebula

A diffuse mass of interstellar dust or gas, or both. Such nebulae commonly emit electromagnetic radiation that interferes with the operation of cloaking devices. (*Starship Log:* 'Return to Grace' [DS9]) ***SEE FILE 70***

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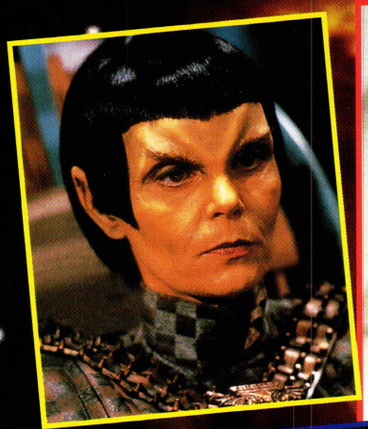

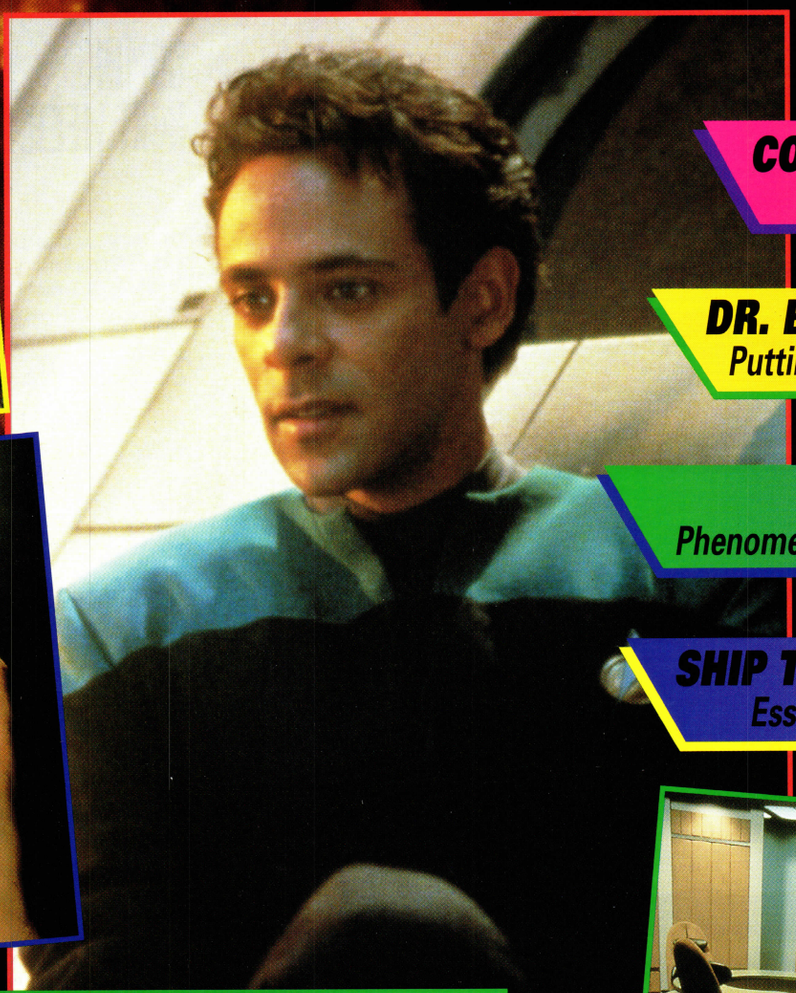

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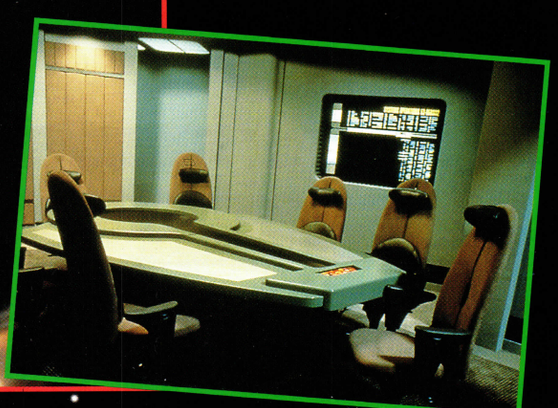

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SPACE PHENOMENA

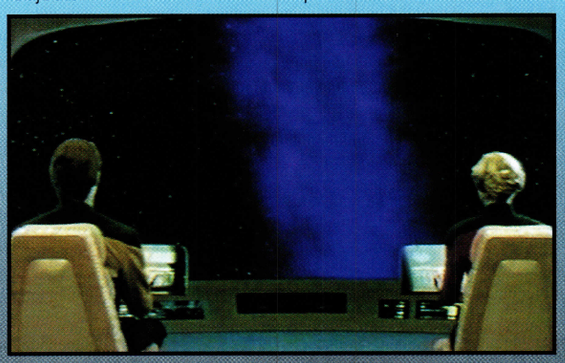
COSMIC STRINGS

SPACE PHENOMENA

Cosmic strings are extremely rare deformities to the space-time continuum. The *U.S.S. Enterprise NCC-1701-D* has a potentially dangerous encounter with such a fragment in 2367.

Throughout the known universe, the space-time continuum is a featureless, smooth fabric within which celestial objects, such as planets, stars, entire galaxies, and even the smallest starships, reside. Any object in the space-time continuum gently deforms it. This deformation, the amount of which depends upon the mass of the object, creates the force of gravity through which it attracts other objects.

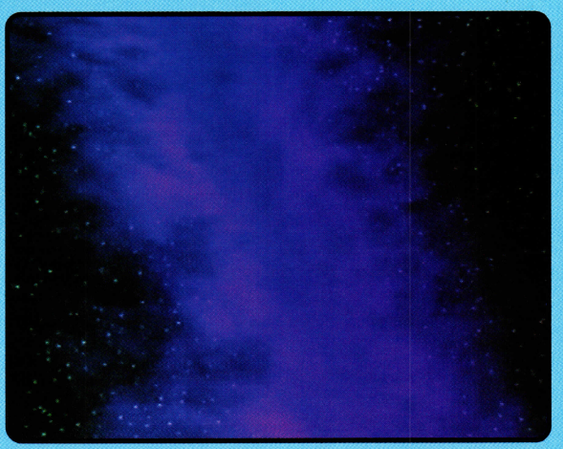
The effect is rather like placing a heavy object on a rubber tabletop. The tabletop sags, and any smaller objects nearby will roll inward, toward the large one. This deformation is known as space-time curvature; its existence allows starships to travel at warp speed. In the mid 21st century, **Zefram Cochrane** developed continuum distortion propulsion, known as **warp drive** because of the way the energy field distorts the space-time continuum. But as well as gentle curvature, discontinuities can also be found in the space-time continuum. These sudden changes in the properties of the continuum can present a danger to objects traveling through space. One such discontinuity is known as a cosmic string.



The gravitational wake of a cosmic string fragment appears on the viewscreen of the U.S.S. ENTERPRISE NCC-1701-D. The phenomena are so rare that Ensign Allenby is unaware of their existence prior to this.

Space deformed

To understand what a cosmic string does to space-time, imagine that the presence of several celestial objects cause it to curve rather like a range of rolling hills. The celestial objects cause the valleys; the hill tops represent the regions of empty space. A cosmic string is the equivalent of a sudden, unexpected ravine.



A cosmic string appears as a purple, cloudlike mass floating in space. It possesses immense energy which gives it a huge mass.

Cosmic strings are truly primeval objects, having been formed just a minuscule fraction of a second after the origin of the universe. At the time of the big bang, the universe was a very different place from now. It was unimaginably hot and filled with extremely large amounts of energy. Atoms did not – indeed, could not – exist, and the four forces of nature were incapable of being separated; gravity, electromagnetism, and two forces that govern the makeup and interaction of atomic nuclei were quite indistinguishable. Gravity was the first force to become distinct and, as a result of this and the vast amount of energy that space-time contained, microscopic black holes began springing into existence all over space. They were highly unstable, however, and exploded very shortly after their formation; instead of resembling a flat sheet of paper, the universe was like a piece of paper that has

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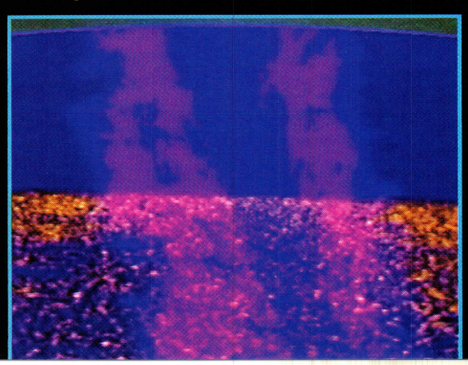
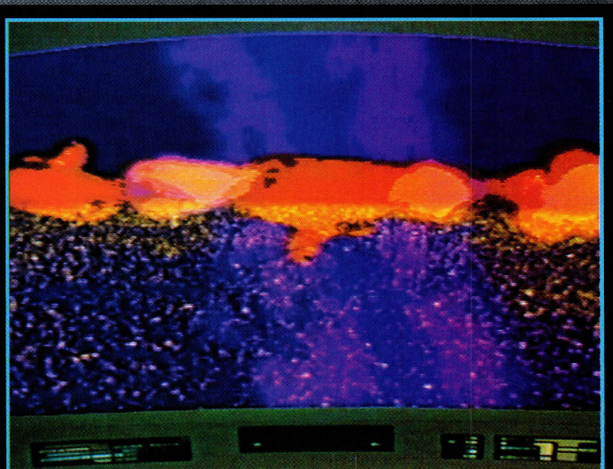
HOME SWEET HOME

Lost in space

The *U.S.S. Enterprise*'s encounter with the cosmic string fragment reveals a further curiosity: a group of displaced two-dimensional beings who are trying to use the cosmic string to return to their own space. The Starfleet crew help them to achieve their goal.



The two-dimensional creatures are likened to bioluminescent plankton, floating freely in interstellar space as fish would in an ocean.



The ENTERPRISE helps to guide the creatures to their goal by generating the same harmonics as the cosmic string fragment.

SPACE PHENOMENA

COSMIC STRINGS

SPACE PHENOMENA

been screwed up into a ball.

The three other combined forces, known as the grand unified force, broke up soon afterward. This separation forced the space-time continuum to take on the properties that it has retained to the present day. Before the breakup of the grand unified force, the space-time continuum contained a lot of energy. This was lost as the division took place; the universe today is a place where the space-time continuum is in a low energy state. However, this low energy state is not uniform everywhere.

Different properties

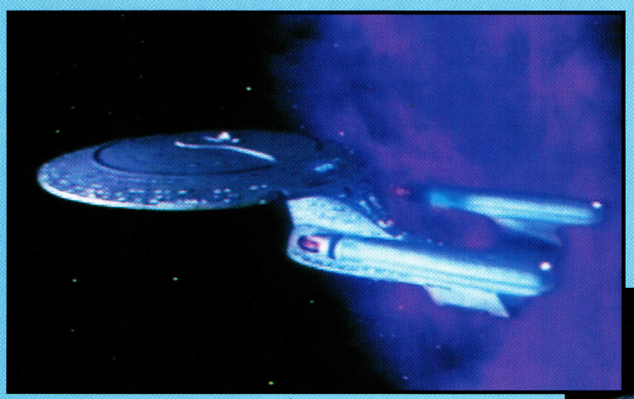
To use an analogy, it is fairly common knowledge that no two snowflakes are alike. They all have different properties, yet all are made of crystallized water and hence behave exactly the same as one another. In a similar way, the properties of the space-time continuum can be different, and yet it all behaves in the same way.

The only time any difference will be noticed is when the boundary is crossed. As the space-time continuum collapsed into its low energy states, it was possible for a thin line to be forced to remain at high energy. This line of high energy is known as a cosmic string. It behaves as if it is very massive because it still contains so much energy. In fact, a one meter length of cosmic string could behave as if it contains as much mass as the entire Earth. The strings are so thin, however, that they are many billions of times smaller than the diameter of a typical atomic nucleus. This makes them difficult to detect.

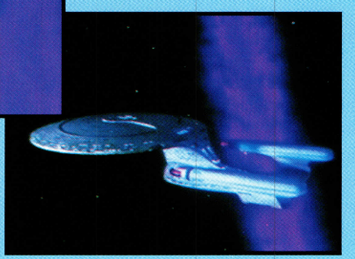
Cosmic strings are very rare because, as the grand unified force broke up, the energy that had once been contained by the space-time continuum was released, and this caused the universe to suddenly expand by many billions of billions of times in a microscopic fraction of a second. This expansion, known as inflation, caused the cosmic strings to be driven very far apart indeed. In fact, cosmic strings are so rare in the universe that most galaxies will not contain them.

Rare occurrences

As well as producing one-dimensional cosmic strings, the same processes may have produced a discontinuous surface known as a domain wall, or a bubble of high-energy space-time known as a texture. It is also possible to force a minuscule point of space-time to retain its high energy, and this is known as a magnetic monopole. Again, like cosmic strings, all these related objects will be very rare.



The U.S.S. ENTERPRISE is pulled dangerously close to destruction by the cosmic string fragment, which produces a gravitational field equal to 100 stars.



The cosmic string fragment is in fact no wider than a single proton, but the deformation it causes makes it appear much wider. The distortion is clearly visible to the naked eye.

Conventional scientific wisdom held that cosmic strings could only exist as oscillating loops or infinitely long strands, and yet, on **Stardate 44359.5**, the ***U.S.S. Enterprise NCC-1701-D*** chances upon a cosmic string fragment that is home to a school of two-dimensional, spaceborne beings. Although only 107km long, the fragment produces the gravitational field of 100 stars. The incident nearly leads to disaster when the *Enterprise* is accidentally dragged toward a destructive encounter by beings who are on a heading for the cosmic string fragment. The *Enterprise* is saved from disaster when **Chief Engineer Geordi La Forge**, inspired by a suggestion from **Lt. Commander Data**, simulates the characteristic set of subspace vibrations of the cosmic string, which are produced by particles decaying along its event horizon. This simulation causes the beings to arrest their headlong rush and allows the *Enterprise* to make a timely escape.

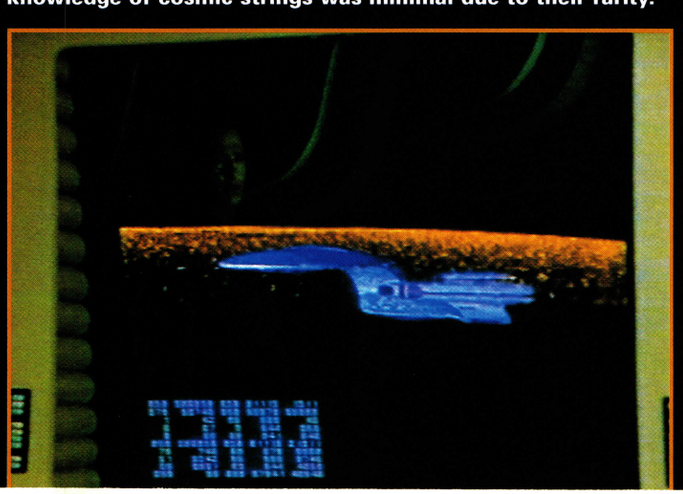
GALAXY FACT

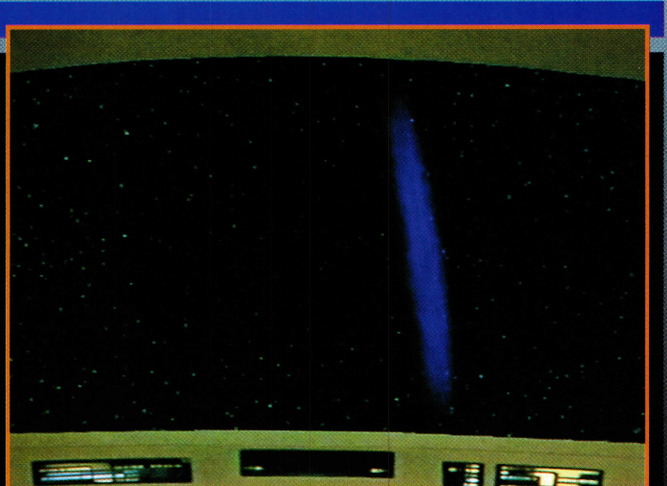
Other microscopic deformations of the space-time continuum also occur. Subspace distortions and a high-energy particle flux are characteristic of a quantum filament, such as that encountered by the *U.S.S. Enterprise* on Stardate 45256.1

RECORDING THE UNEXPECTED

New encounters

In 2367, the *U.S.S. Enterprise* encounters two new phenomena that challenge conventional scientific wisdom: two-dimensional creatures that exist in a three-dimensional universe, and a cosmic string fragment. Prior to this, knowledge of cosmic strings was minimal due to their rarity.





Ship's computers quickly analyze all data recorded by the sensors, giving valuable information on the cosmic string fragment such as the strength of the gravitational field it generates.

Despite all scientific theories governing the infinite nature of cosmic strings, the U.S.S. ENTERPRISE encounters what is only a small fragment, measuring just 107 kilometers.

THE KAZON AND THE TRABE

OTHER GROUPS AND RACES

For years, the Trabe kept the Kazon in poverty, but the slaves rose up against their masters and won their freedom. It seems unlikely that the hatreds of the past will ever be healed.

The ongoing conflict between the **Kazon Collective** and the **Trabe** is one of the most tempestuous in the **Delta Quadrant**. As blood enemies, the Kazon and the Trabe are governed primarily by their own self-interests, and by their common desire to eliminate each other. Within the Kazon, allegiances among the different sects shift swiftly and unpredictably, but all are enemies of the Trabe. Meanwhile, the nomadic Trabe travel through space in scattered convoys of starships, grasping at any chance to exploit weaknesses in the Kazon's formidable political and military armor.

In 2372, many of the Trabe ruling council are incarcerated in a dark, dank Kazon prison, but they are able to escape.

Mabus, the Trabe leader, has no love for the Kazon and wants only to see them totally eliminated.

The hatred between the two races is deep rooted and historical. It is too ingrained into both cultures for a peaceful solution to be a realistic proposition.

Tables turned

The relationship between the Kazon and the Trabe has changed greatly in recent times. Conquered long ago by the Trabe, the Kazon lived in restricted areas on the Trabe homeworld. Trabe children were not allowed to go into these areas, and were told that the Kazon were violent and dangerous. A generation of Trabe grew up hearing tales of the Kazon similar to tales of 'bogeymen' on Earth.

The belief among young Trabe was that the Kazon had to be kept isolated so that they would not escape and kill them. During this time, the Kazon lived in poverty and filth, and were persecuted by Trabe police.

However, by 2346 the Trabe had come to reap what they sowed. By treating the Kazon as animals, fencing them into enclosed areas and encouraging them to fight among themselves, the Trabe unwittingly turned the Kazon into a violent army that eventually rose up against them.

After this revolution, the Trabe stood no chance of containing the Kazon, and were soon exiled from their home planet.

Before the Kazon uprising, the Trabe were known as a highly evolved species. They produced artists and scholars who were widely admired, and their technology was considered among the finest in the quadrant. The Trabe were also rich and powerful, and the fact that the Kazon were being held in lavery was largely covered up.

Dangerous force

The Trabe manipulated information about the conditions on their planet regarding the Kazon settlements, and no other species wanted to risk offending them and lose opportunities for trade.

Today the Kazon sects are a powerful, marauding force in the Delta Quadrant. Despite the infighting and political machinations that occur between rival sects such as the **Nistrim** and

DIFFERENT FATES FOR DIFFERENT RACES

Life since the uprising

The Kazon are now free of their Trabe masters, but the legacy of their oppression lives on. Kazon sects are in constant battle with one another, and Kazon technology is still mostly acquired from other races rather than developed. They are still a relatively primitive, aggressive people.

The Trabe no longer live the lives of luxury they enjoyed before the Kazon uprising. Their lives are now spent on the run, and the vengeful Kazon hound them wherever they go.

The Kazon life is still a hard one, and much of it is spent in conflict with other sects or other races. Kazon culture is based around warrior ideals not unlike those of the Klingons.

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THE KAZON AND THE TRABE

OTHER GROUPS AND RACES

the **Pommar**, all Kazon are united in their mistrust of the Trabe. Meanwhile, the Trabe live as nomads, on the run through space. The Kazon refuse to allow the Trabe to find a new homeworld; every time they try to settle on a planet, the Kazon attack and drive them away, even if the settlement poses no direct threat to the Kazon. They are simply repaying generations of persecution.

If the Trabe have learned anything from their years in exile, it is how to survive. When one of their convoys is attacked by Kazon-Pommar and most of the Trabe Governing Council is put in prison, they do not stand idly by. A daring rescue is launched, during which several Kazon guards are killed. For the Trabe, the ends of violence justify the means; they have no home and little hope, and believe that the Kazon desire for revenge against them for their oppression is as strong as ever.

New allies

A chance for a real and lasting peace occurs in 2372, when the Trabe encounter the ***U.S.S Voyager NCC-74656***. The way in which this opportunity is thrown away illustrates just how deep the rift between the two races remains.

Mabus, a Trabe governor, tells **Captain Kathryn Janeway** that the Trabe have changed. They have learned their lesson about persecuting the Kazon, and now seek peace with them. Captain Janeway considers the Trabe's goals compatible with *Voyager*'s, and forges an alliance with them. Mabus claims that, with Janeway's help, he hopes to work out a peace agreement with the Kazon. While Janeway is aware of how untrustworthy the Kazon are, she does not count on the same being true of Mabus and the Trabe. During peace talks with the **First Majes** of all the Kazon sects, a Trabe ship tries to assassinate the Majes, but fails. This infuriates Captain Janeway, who feels that the Trabe have purposefully misused *Voyager*'s goodwill in order to try to kill the Kazon.

From the Trabe point of view, violence is all that the Kazon understand. The Trabe are scattered and disorganized, and need to decimate the Kazon leadership in order to find a new homeworld and live peacefully.

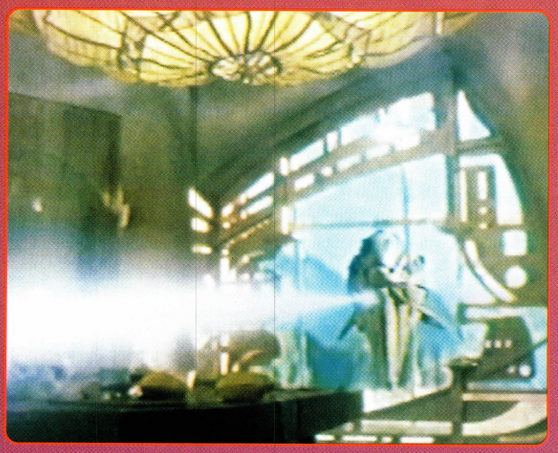
Different views

From the Kazon perspective, they once paid a price – living in squalor and misery – that they refuse to pay again. In their mind, the Trabe are the villains of the Delta Quadrant and will do anything they can in order to conquer and suppress the Kazon once again.

Sadly, it seems that there will be no easy solutions to the problems between these disparate races while the Kazon continue to behave like outlaws and the Trabe are all too willing to act as executioners.

The 'peace conference' provides the ideal opportunity for the Trabe to attempt to attack and kill all the important Kazon leaders at once. It would seem that the Kazon, unlike the Trabe, had been persuaded to negotiate seriously for peace.

Mabus and Captain Janeway greet the First Majes of every Kazon sect.



Thankfully, the Trabe's cruel deception is discovered in time. No one is hurt.

GALAXY FACTS

The Kazon sect system derives from the days under Trabe persecution. The Trabe encouraged the Kazon to fight among themselves to keep them divided and thus prevent them from attacking their true enemies, their Trabe oppressors.

CONSTANTLY FORCED TO MOVE ON

No peace

Since the Trabe were exiled from their homeworld they have had nowhere to call home, and roam through space in convoys of ships. Wherever and whenever they try to settle, the Kazon drive them away.

Captain Janeway observes while a convoy of baseless, nomadic Trabe ships approaches the U.S.S. VOYAGER.

Neelix is instrumental in helping to set up what he believes will be a peace conference between the two races, unaware of the Trabe's true intentions.

STARFLEET ACADEMY | PERSONNEL

STARFLEET CAPTAINS

CAPTAIN APRIL

Captain Robert T. April is the first commanding officer of the ***Constitution***-class starship ***U.S.S. Enterprise NCC-1701***. He assumes command when *Enterprise* is launched in 2245, and leads the ship's first five year mission of deep space exploration. He remains in command of the *Enterprise* until 2250, after which he is replaced by **Christopher Pike**.

STARSHIP LOG: [classified]

CAPTAIN BENTEEN

As adjutant to **Admiral Leyton**, **Benteen** serves at **Starfleet Command** during the feared **Dominion** takeover of 2372, and is later promoted to commander of the ***U.S.S. Lakota***. She is loyal to Admiral Leyton during his attempted military coup, but refuses his command to destroy the ***U.S.S. Defiant***.

Erika Benteen's loyalty to Admiral Leyton, the man who promoted her to captain and gave her command of a starship, only goes so far. When she knows his actions have overstepped the line, she ensures that his attempted military coup does not succeed.

STARSHIP LOG: 'Paradise Lost' [DS9]

CAPTAIN CONKLIN

Conklin is commanding officer of the ***Constellation***-class ***U.S.S. Magellan***, registry number ***NCC-3069***, in 2369.

STARSHIP LOG: 'The Pegasus' [TNG]

CAPTAIN DARSON

Commanding officer of the ***Ambassador***-class starship, ***U.S.S. Adelphi NCC-26849***. **Captain Darson** conducts the disastrous first contact with the planet **Ghorusda**, in which he and 46 others are killed. He is later found responsible for the incident by a **Starfleet** Board of Inquiry.

The unfortunate incident reiterates to the Federation how important it is to rigidly enforce procedures for such situations, thus minimizing the cultural contamination to the planet, and the risk to the Starfleet officers initiating the contact. To achieve this aim, Starfleet often employs first contact specialists.

STARSHIP LOG: 'Tin Man' [TNG]

CAPTAIN BATESON

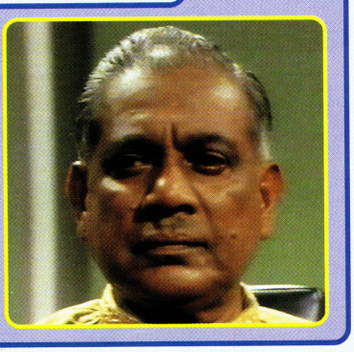
Commander of the ***Soyuz***-class starship ***U.S.S. Bozeman***, registry number ***NCC-1941***. **Captain Morgan Bateson**'s ship disappears into a temporal causality loop near the **Typhon Expanse** in 2278. The *Bozeman* is rescued 90 years later, in 2368, by the ***U.S.S. Enterprise NCC-1701-D*** and returned to its own time; the crew are unaware that any more than a few weeks have passed since they left starbase.

Captain Bateson leads his ship out of starbase in 2278, little realizing that his next contact with a Starfleet vessel will not occur for 100 years. Following its rescue, the Bozeman is recertified and remains in active service.

STARSHIP LOG: 'Cause and Effect' [TNG]

CAPTAIN CHANDRA

Chandra is one of a number of senior officers who serve as a judge at the court martial hearing of **Captain James T. Kirk** on ***Starbase 11*** in 2267.



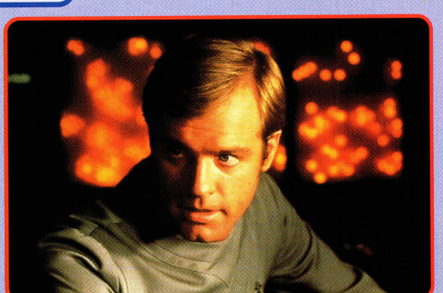
Captain Chandra is a member of a panel of officers given the task of judging whether or not Kirk is responsible for the death of one of his crew.

STARSHIP LOG: 'Court Martial' [TOS]

CAPTAIN DECKER

Commander of the ***Constitution***-class ***U.S.S. Enterprise***, registry number ***NCC-1701***, during the ship's refit of 2270-1. **Willard Decker** is assigned to the command of the *Enterprise* on the personal recommendation of **Admiral James T. Kirk**, but is downgraded to Executive Officer when the ship is sent to intercept ***V'Ger*** in 2271; Kirk assumes command. Decker is lost when he merges with *V'Ger* in a successful attempt to deflect the threat it poses. He remains listed as missing in action.

STARSHIP LOG: STAR TREK: THE MOTION PICTURE



Willard Decker follows in the footsteps of his father, Matt Decker, who commands a CONSTITUTION-class starship, the U.S.S. CONSTELLATION, during the 2260s. Like his father, Decker is listed as having died on active service.

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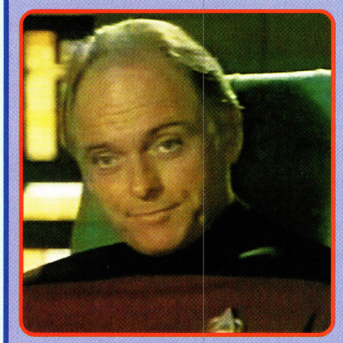
STARFLEET CAPTAINS

CAPTAIN DeSOTO



Commander of the ***Excelsior***-class starship, the ***U.S.S. Hood NCC-42296***. **DeSoto** is **William Riker**'s commanding officer, before Riker's assignment to the ***U.S.S. Enterprise NCC-1701-D*** as first officer in 2364.

Captain Robert DeSoto speaks very highly of Will Riker, even though Riker once allowed him to beam into a hazardous situation.

STARSHIP LOG: 'Encounter at Farpoint', 'Tin Man' [TNG]

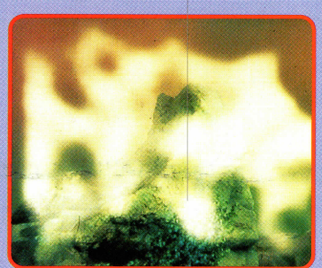
CAPTAIN ESTEBAN

Commander of the ***Oberth***-class science vessel ***U.S.S. Grissom***, registry number ***NCC-638***. Esteban is assigned to study the **Genesis Planet** in 2285; he and his crew are killed when the *Grissom* is attacked by a ***Klingon Bird-of-Prey***.

Captain J. T. Esteban is a somewhat conservative officer who likes to stick to the Starfleet rulebook, but his love of protocol is not enough to save him or his ship from the Klingons.

STARSHIP LOG: STAR TREK II: THE WRATH OF KHAN

CAPTAIN GARROVICK



The dikironium cloud creature killed Captain Garrovick in 2257. Eleven years later, his son also encounters the creature. Luckily, he survives.

Captain Garrovick was the commanding officer of the ***Constitution***-class starship ***U.S.S. Farragut***, registry number ***NCC-1647***. He was killed in 2257, along with 200 members of his crew, by the **dikironium cloud creature** discovered at **Tycho IV**. One of the survivors of the attack was the then-**Lt. James T. Kirk**. Garrovick's son also joins Starfleet; he serves as an ensign on board the ***U.S.S. Enterprise NCC-1701***, under the command of **Captain Kirk**.

STARSHIP LOG: ' Obsession' [TOS]

CAPTAIN GLEASON

Commander of the ***Ambassador***-class starship, ***U.S.S. Zhukov***, registry number ***NCC-62136***. Gleason is the commanding officer of **Lt. Reginald Barclay** prior to Barclay's transfer to the ***U.S.S. Enterprise NCC-1701-D***.

STARSHIP LOG: 'Hollow Pursuits' [TNG]

CAPTAIN EDWELL

High-ranking **Starfleet** officers come from many worlds. **Captain Edwell** is a native of the planet **Gaspar VII**.

STARSHIP LOG: 'Starship Mine' [TNG]

CAPTAIN ENTEBE

Commanding officer of the ***Nebula***-class ***U.S.S. Ulysses***, registry number ***NCC-66808***. Entebe studies protoplanet masses in the **Helaspont Nebula** in 2371.

STARSHIP LOG: 'The Adversary' [DS9]

CAPTAIN GARRETT

Captain Rachel Garrett and her ship were reported lost and presumed destroyed in 2344 near Narendra III while on a rescue mission. In fact, she travels 22 years into the future, where she is killed in a Klingon attack.

Commander of the ***Ambassador***-class starship ***U.S.S. Enterprise***, registry number ***NCC-1701-C***. **Garrett** commanded the rescue mission to the **Klingon** outpost on **Narendra III** in 2344. Her ship is caught in a temporal rift and propelled 22 years into the future, creating an alternate timeline in which the **United Federation of Planets** is at war with the **Klingon Empire**. Garrett is killed in 2366 when her ship is attacked by several ***Klingon Birds-of-Prey***, her remaining crew honor her wishes to return to their own time in order to repair the damage to the timeline.

STARSHIP LOG: 'Yesterday's Enterprise' [TNG]

CAPTAIN GARTH

Garth of Izar is a famous Starfleet hero; his exploits are required reading at Starfleet Academy. His history is later tainted by a bout of criminal insanity which, among other acts, leads him to attempt a takeover of the institution where he is being treated.

Fleet Captain Garth was responsible for preserving the **Federation** during the **Battle of Axanar** in the 2250s. Several years later, he was seriously injured in an accident, but recovered with the help of the inhabitants of **Antos IV**, who taught him to repair his body using cellular metamorphosis. Unfortunately, this ability also rendered him criminally insane. He was institutionalized at the rehabilitation center on **Elba II** after ordering his crew to destroy Antos IV. Garth later tries to escape from Elba II using his powers to alter his appearance; the escape is foiled by **Captain Kirk**. Garth then undergoes treatment to cure him of his madness.

STARSHIP LOG: 'Whom Gods Destroy' [TOS]

The Cytherian Probe

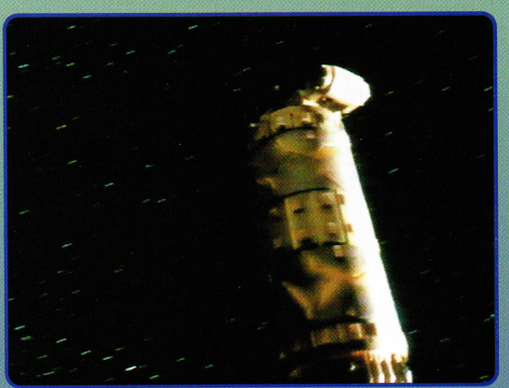
The *Cytherian Probe* is encountered by the *U.S.S. Enterprise NCC-1701-D* in 2367. Initially perceived as a curiosity, the dormant device reacts to scans and forms an energy field that endangers the starship. The probe's determination to complete its mission has far reaching consequences for the *Enterprise* and one of its engineers.

OTHER CARDS IN THIS FILE...
4 KATAAN PROBE
SEE OTHER FILES...
OTHER GROUPS AND RACES ..... File 18
U.S.S. ENTERPRISE NCC-1701-D ..... File 25
STAR TREK: THE NEXT GENERATION ..... File 69

The **Cytherians** are a technologically-advanced race of explorers who send out probes from their homeworld in the hope that these will bring other species to meet them, leading to an exchange of knowledge beneficial to both parties. The Cytherians are a peaceful race whose intentions are entirely benign.

A typical ***Cytherian Probe*** is a brown, vertical capsule with a ridged dome at each end of a cylindrical section. The cylinder has five compartments; the outermost two are bands comprising adjacent squares with nodules in the center of each square. The middle compartment is a wider band with adjacent rectangles, each containing two nodules. Between each outer band and the middle compartment is a larger section with curved markings like cracks arranged at irregular intervals. Several squat antennae protrude from the dome at the top, and a smaller horizontal cylinder in this area is connected by two struts to the rear of the probe.

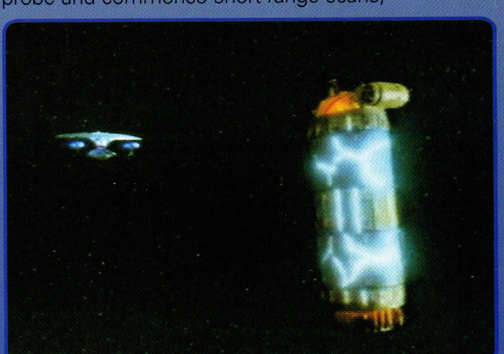
A *Cytherian Probe* first comes to the attention of the **Federation** when one is encountered by the ***U.S.S. Enterprise NCC-1701-D*** on **Stardate 44704.2**; while it is investigating the failure of the ***Argus Array***, a remote unmanned **subspace** telescope located at the edge of Federation space, the *Enterprise* finds the then-unidentified probe holding a position 1.8 kilometers from the array.



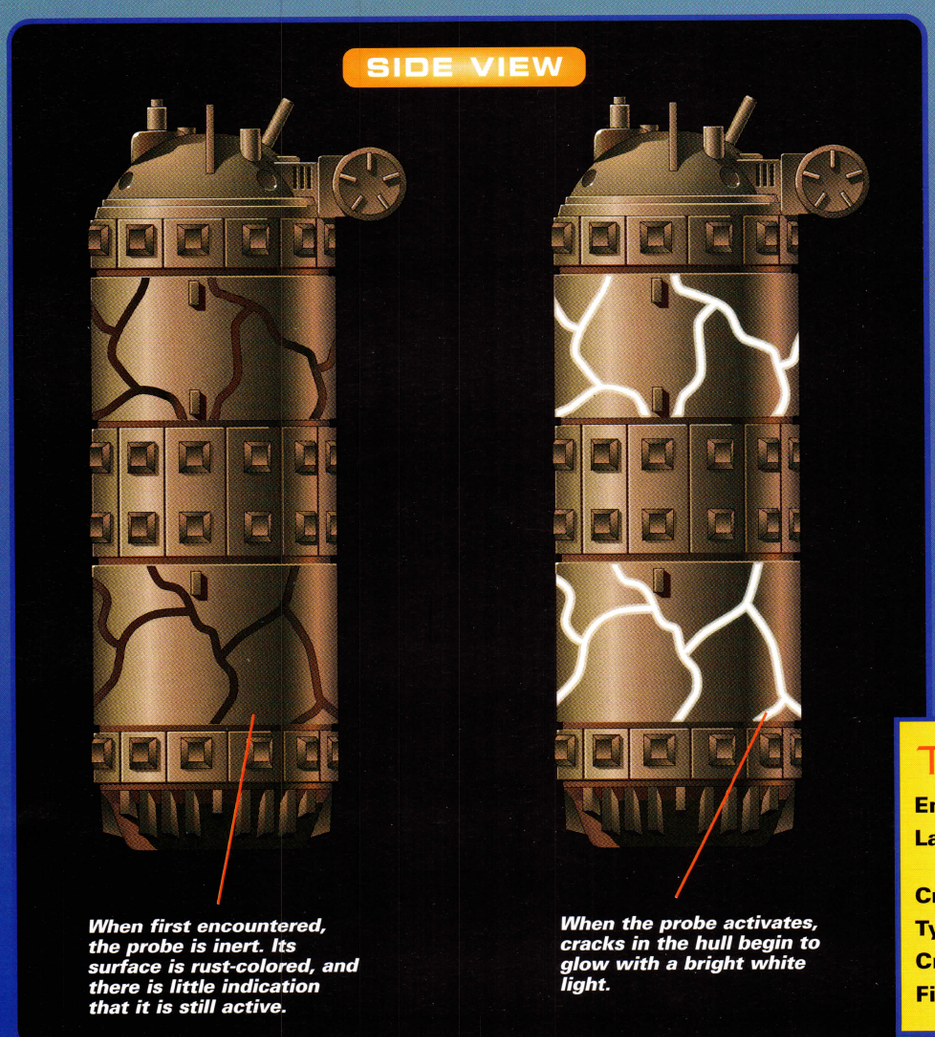
The Cytherians are a highly advanced race, but their approach to exploration is different than that of the Federation. They send out probes that bring other races to them.

Scanning the probe

Lt. Commander Geordi La Forge and **Lt. Reginald Barclay** fly ***Shuttle 5*** close to the probe and commence short-range scans,



The CYTHERIAN PROBE is dormant when first encountered, but later begins to glow with a bright white light. It soon poses a threat to the U.S.S. ENTERPRISE NCC-1701-D.



When first encountered, the probe is inert. Its surface is rust-colored, and there is little indication that it is still active.

When the probe activates, cracks in the hull begin to glow with a bright white light.

THE CYTHERIAN PROBE

Encountered:	Stardate 44704.2
Launched:	From the homeworld of the Cytherians.
Creator:	The Cytherians.
Type:	Unmanned probe.
Crew:	None
Firepower:	No weaponry demonstrated.

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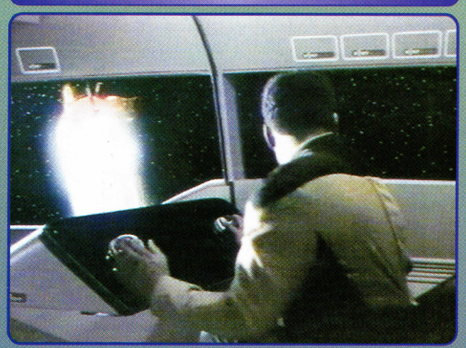
The Cytherian Probe

Geordi La Forge and Reg Barclay take a shuttle out in an attempt to learn more about the probe. They carry out a series of high-resolution scans.



When the probe is hit with a positron emission, it emits energy in the form of blinding white light that affects the systems of SHUTTLE 5.

starting with a passive high-resolution series. A scan of the electromagnetic band detects visual wavelengths between 4500 and 7000 angstroms only, and use of the **neutron densitometer** yields no results. When active scans are deployed, no modulation is evident until the probe is hit with a positron emission.

Immediately, the 'cracks' start to glow and suddenly emit an energy surge in the form of a blinding white glare, which disables the shuttle's onboard computer and renders Barclay unconscious. Instrumentation on the *Enterprise* is unable to detect the probe's energy source, and its power signature does not match any radiation patterns known to **Starfleet**. It does not generate any particulate emissions or subspace field distortions, and its method of propulsion is unknown.

Although the glow has faded, the probe is now active and it approaches the *Enterprise* on a collision course. The *Enterprise* retreats at one-half impulse power but the probe effortlessly matches its speed, even when the ship goes to warp two. When the cracks in the probe start to glow white again, sensors indicate that an energy field is forming around it at an intensity of 3.2 terawatts and increasing, and its energy output is in danger of overloading the starship's shields. The probe proves to be immune to **phaser** fire, and is only destroyed by **photon torpedoes** at close proximity when warp power is transferred to augment shield strength by 300.

Under the influence

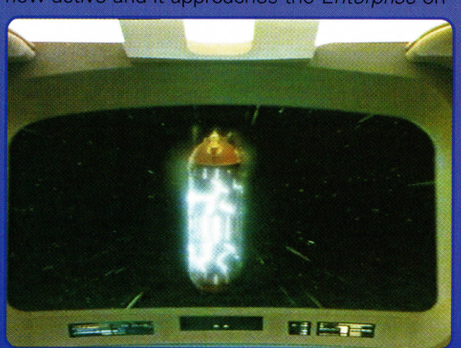
The probe is designed to interface with the technology and, as a last resort, the biochemistry of other cultures. Its attempts to interact with the *Argus Array* and *Shuttle 5* merely disable their software systems, but its effect on human biochemistry is considerably more successful. Although the probe's initial energy surge overloads Lt. Barclay's optic nerves, this causes no lasting damage. Within days, the production of neurotransmitters in his brain has jumped by over 500 percent; pre- and post-synaptic membranes have increased permeability to match. His corpus colossum (the connecting bridge between both sides of the brain) is so active that the hemispheres are behaving as one. His IQ level is estimated to be somewhere between 1200 and 1450. As well as increasing his raw intelligence, the probe enhances Barclay's creativity, resourcefulness, inspiration and imagination, making him one of the most advanced humans that has ever lived.

Under the influence of the probe, Barclay, normally rather timid and reserved, feels more confident, and his enhanced intelligence manifests itself in many ways. He advises **Dr. Crusher** that data could be processed more quickly by using a global mode in her scanner, he finds a way to increase shield strength by 300 percent, and gives an assured performance as Cyrano de Bergerac in one of Dr. Crusher's acting classes. He asks **Counselor Troi** for a date, debates grand unification theories with a holographic Albert Einstein, and teaches violin technique at the music school. Ultimately, he designs a neural interface and uses it to link himself up to the *Enterprise* computer in order to avert the threat of a cascade reactor failure on the *Argus Array*. When interfaced with the computer, Barclay is able to rewrite **isolinear chips** each time he extends himself further into the system. His primary cerebral functions have expanded to such an extent that it is impossible to return them to the confines of his human brain without causing his death. Although his physical body is confined to a workstation in **holodeck 3**, he can conceive almost infinite possibilities and explore them in a nanosecond. He is able to perceive the universe as a single equation and claims to understand everything.

The probe, unable to interface with the technology of the ARGUS ARRAY or SHUTTLE 5, interfaces instead with Reg Barclay, increasing his IQ enormously.

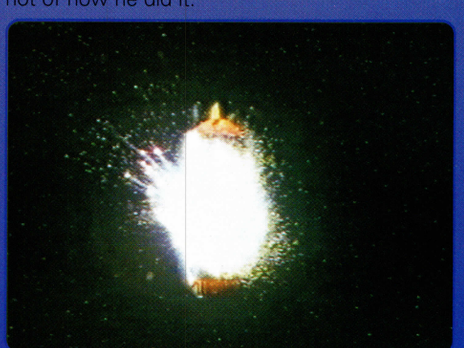
Origin of the probe

Using his heightened abilities, Barclay causes a highly-charged graviton field to emanate from the *Enterprise*'s warp nacelles, and then takes the ship into the resulting subspace distortion. The crew experience a quantum-Hubble oscillation delay, which doubles in intensity every 12.3 seconds until the *Enterprise* emerges near a planetary cluster, 30,000 light-years from its original position. This is the homeworld of the Cytherians; as they planned, their probe has led yet another new species to them. With his 'mission' complete, the Cytherians restore Barclay to normal, leaving him with memories of everything he did, but not of how he did it.



The glowing probe is able to follow the U.S.S. ENTERPRISE even when the ship tries to evade it by traveling away at speeds of warp 2.

The probe is threatening to overload the ENTERPRISE's shields. If the ship cannot outrun the probe, it must be destroyed, but phaser fire has no effect.



Luckily, a photon torpedo fired at close range does the trick. The probe explodes with a flash of bright white light, but its influence is far from over.

Janice Rand

As a young yeoman to **Captain James Kirk** aboard the ***U.S.S. Enterprise NCC-1701***, **Janice Rand** is a competent and valuable member of the crew. Over the following 30 years, she progresses through the ranks to a prominent position on the ***U.S.S. Excelsior*** under **Captain Sulu**.

OTHER CARDS IN THIS FILE...
3 CAPTAIN KIRK
7 CAPTAIN SULU

SEE OTHER FILES...
U.S.S. ENTERPRISE NCC-1701.....File 20
U.S.S. ENTERPRISE NCC-1701 REFIT.....File 21
U.S.S. EXCELSIOR.....File 31
STAR TREK: The Original Series.....File 68

Janice Rand spends an early part of her **Starfleet** career serving as Yeoman First Class aboard the ***U.S.S. Enterprise NCC-1701*** under the command of **Captain James T. Kirk**. Rand is assigned to be the captain's yeoman; this role is essentially a personal assistant to the captain. She has complete access to Kirk's personal quarters and all of his ship's records. She often works at Kirk's desk preparing ship's manifests, duty rosters, and organizing reports for Kirk's review and approval. Her duty station on the bridge is next to the captain's chair, ready to assist Kirk in any way possible.

Rand also oversees the captain's diet. She often brings food to Kirk when he misses a meal, and keeps him informed of any changes to his diet card ordered by **Dr. McCoy**. She also regularly brings coffee to the bridge for the senior crew. Rand demonstrates her resourcefulness on one occasion, when the power to the galley is out, by using a hand **phaser**, on an extremely low setting, to heat the water for the coffee.

Rand and Captain Kirk have something of an unusual relationship. Kirk is initially uncomfortable about the fact that he is assigned a female yeoman and, while Rand is always professional, there is nonetheless an undercurrent of sexual tension between the two. Rand does little to hide her attraction to the captain, while Kirk does his best to keep his emotions and desires in check.

Desires acknowledged

Kirk is not always able to maintain a tight rein on his desires. When a transporter malfunction occurs, caused by magnetic ore as the *Enterprise* orbits the planet **Alfa 117**, Kirk is split into two separate individuals. These two Kirks are polar opposites of one another, one gentle, the other brutal. A surprised Rand confronts the brutal, drunken Kirk duplicate who waits for her to return to her quarters, located at 3C 46. Kirk

PROFILE ON JANICE RAND

NAME: Janice Rand

LIFE FORM: Human female

STATUS: Starfleet officer

CAREER PROGRESSION: During the 2260s, Rand serves as a yeoman aboard the ***U.S.S. Enterprise NCC-1701***; by 2271, she is transporter chief aboard the ship. In the 2280s, she serves at Starfleet Command on Earth, returning to starship duty as communications officer aboard the ***U.S.S. Excelsior***

FIRST SEEN: 'The Corbomite Maneuver' [TOS]

Janice Rand is a keen and dedicated officer who progresses gradually through the ranks to become one of Captain Sulu's trusted command officers.

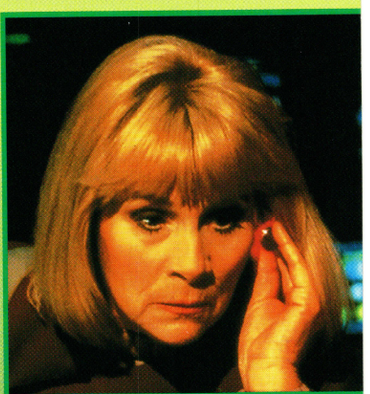
MOVING ON UP

★ **Beaming aboard**

In 2271, Janice serves as transporter chief aboard the newly refit U.S.S. ENTERPRISE. Unfortunately, at this stage the transporters are not as reliable as their operator.

★ **Early days**

As Captain Kirk's yeoman during his first five year mission, the young Janice Rand is a valuable member of the U.S.S. ENTERPRISE crew.



★ **Communications officer**

By the late 2290s, Rand has been promoted to a command position aboard the U.S.S. EXCELSIOR under Captain Sulu.

★ **Starfleet Command**

For a period following her service aboard the ENTERPRISE, Janice Rand is assigned to Starfleet Command rather than a starship.

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Janice Rand

★ **Rand and Kirk**
Janice always has a great respect for Captain Kirk.

★ **Off duty**
Rand enjoys playing cards in her spare time.

★ **Providing sustenance**
Part of Janice's duties involve ensuring that Kirk takes regular, healthy meals.

★ **Away days**
Rand is a valuable member of the landing party that beams down to Miri's planet.

claims they have been hiding their true feelings from one another for too long. This precipitates an attack, during which Kirk grabs Rand, roughly kisses her, throws her to the floor and attempts to force himself upon her as she struggles to break free. The attack only ends when **Geological Technician Fisher** intervenes. Later, Rand tearfully recounts her experiences with the brutal Kirk to the other Kirk, **Spock**, and **McCoy**; this helps lead to the discovery of the duplicate. Rand forgives Kirk for the behavior of his duplicate, yet there's a part of her that seemingly finds the other side of Kirk to be attractive in certain ways, a fact that does not go unnoticed by First Officer Spock.

Landing party duties

Like all *Enterprise* crew members, Rand is sometimes expected to take part in landing party missions. On one such excursion, her relationship with Kirk again rears its head when the *Enterprise* discovers an Earth-like planet and Rand is assigned to join the landing party investigating a distress signal. Once on the planet's surface they find a ruined city populated only by children. While Rand finds the eternal, play-filled childhood of **Miri**'s world to be a life akin to a dream, she also develops an unhealthy jealousy, fueled by an unknown disease, of the relationship between Kirk and Miri. After unsuccessful hours and hours of tense research to find a cure for the disease, Rand's emotions get the better of her. She panics and flees the makeshift lab. When confronted, Rand reveals that she has been trying to catch Kirk's eye back on the ship by trying to get him to look at her legs. This precipitates one of the very few times that Kirk and Rand have any physical contact: Kirk gives her a comforting hug.

Emotions aside, Rand plays an essential role in assisting Dr. McCoy to isolate the unknown disease on Miri's world and displays an adeptness and familiarity with a number of medical and analytical devices. She also shows a great deal of empathy for children during this and other missions; this, and her womanly charms and empathy for children, cause her to become a central figure in dealing with an unusual *Enterprise* passenger, a young crash survivor named **Charlie Evans**, who has never seen a woman before.

Career progresses

Sometime during the *U.S.S. Enterprise*'s first year of its first five year mission under the command of Captain Kirk, Yeoman Rand is re-assigned. She continues with her Starfleet career, rising through the ranks, and eventually returns to serve as transporter chief on the refurbished *U.S.S. Enterprise* on its mission to encounter ***V'Ger***. Rand is at the transporter controls during a tragic malfunction; **Commander Sonak** and another officer are killed while transferring to the ship. She is visibly shaken by this experience, but nonetheless she and Kirk later oversee the more successful transport of a reluctant Dr. McCoy.

Rand's Starfleet career takes another turn when she is assigned to the massive Earth-orbiting ***Spacedock*** in 2285. Here, she witnesses the return of the severely damaged *Enterprise* from its encounter with **Khan** in the **Mutara Nebula**. A few years later Rand serves at Starfleet Headquarters in San Francisco, during the global emergency created by an alien probe. Subsequently, Rand rises in rank to commander and returns to deep space missions as the communications officer on the ***U.S.S. Excelsior*** under the command of **Captain Sulu**. She oversees the first deep space assignments of a number of junior officers, including **Ensign Tuvok**, during her time on the *Excelsior*. Her style of command is friendly yet firm; she is always ready to listen to problems or complaints, and has a knack for being keenly aware of personal likes and dislikes. As when she served aboard the original *Enterprise*, Rand continues to be fiercely loyal to her commanding officer and her colleagues.

★ **Strange attraction**
Beauregard, a plant in the botany lab, seems to take a liking to Rand. It purrs when she is close.

PLAYING IT ROUGH

Evil Kirk

When Kirk is split into two separate beings, the brutal version has none of Kirk's usual restraint and tries to force himself on Janice.

★ **Confronted**
Kirk's 'other side' has no qualms about making sexual advances to Janice.

"Back on the ship, I used to try and get you to look at my legs. Captain, look at my legs."
— Rand to Kirk

Dr. Bashir Under Fire

Stationed on *Deep Space Nine*, Dr. Julian Bashir is on the very frontier of Federation space. Under threat from the Dominion as well as enemies from the Alpha Quadrant, it is important that he carries out his duties without showing the slightest sign of panic.

In any circumstances, the medical profession is a demanding one, requiring a true vocation and an ability to thrive under pressure as well as intelligence, dedication, and skill. Being a doctor in **Starfleet** is even more exacting. A Starfleet medical officer may be called upon to treat a patient from a race that has not been encountered previously, find a treatment for an alien disease, cure a plague on an unfamiliar world, treat patients wounded in accidents or battles, take arms in defense of the **Federation**, accompany away teams on dangerous missions, and face many other dangers encountered during a typical Starfleet mission.

As chief medical officer of ***Deep Space Nine***, far from Starfleet and his colleagues, **Dr. Julian Bashir** faces all these situations, and more. Luckily, he seems to be more than up to the task and, if anything, seems to work more efficiently when under pressure than he does when things are calm.

Always busy

Perhaps the aspect of Dr. Bashir's personality that best allows him to keep his cool when under fire – either literally or when under extreme pressure – is his love for adventure. This man of medicine is also a man of action, and he rarely has time to let his fear get the best of him. Inaction seems to be one of his worst enemies.

Julian finds it difficult to obey Starfleet non-interference directives, even though he respects their purpose. And if his own expertise is not needed, he still is driven to do something, even tasks as mundane as making an inventory of supplies or as

PROFILE ON AN OFFICER

NAME: Julian Subatoi Bashir

LIFE FORM: Human male

STATUS: Chief medical officer, *Deep Space Nine*

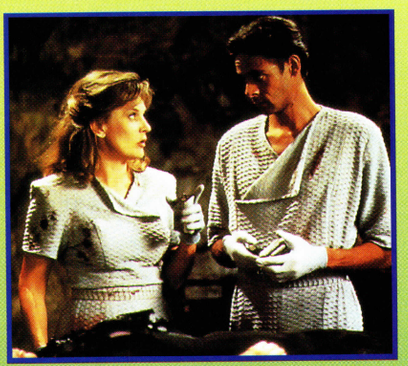
REMARKS: Bashir is a dedicated and extremely capable officer and doctor who often works at his best while under pressure. He ensures that the safety and wellbeing of his patients always come first, even if it means putting his own life in danger.

Dr. Bashir often has to treat patients in the heat of battle, under fire from the Federation's enemies. In such situations, he must be able to remain calm.

FORMIDABLE OFFICER

★ Dangerous knowledge

When Bashir is attacked by operatives who want to kill everyone with knowledge of the 'Harvester' weapons, he fights his way free.



★ Heat of war

Like all Starfleet officers, Bashir occasionally comes face to face with the full horror of war, such as when he treats casualties at an underground hospital on Ajilon Prime.

★ Nick of time

Bashir has to stay calm even when his friend is near to death and he does not have the equipment to treat him.

★ Finding a solution

Bashir finds it difficult to believe that there is not a solution to every problem. He will keep looking until he finds one.

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PERSONNEL FILES

FILE 43 CARD 48E

Dr. Bashir Under Fire

Mystery

When Bashir finds himself trapped in a strange dreamlike existence in which he is aging rapidly, he has to use his wits to work out what is going on and how he can escape. He is able to keep a cool head while evaluating the clues, and works his way through to a conclusion.

On the attack

A doctor's task is to heal, but all Starfleet officers must be prepared to fight when the situation demands. Bashir helps to fight off a Bajoran takeover of DEEP SPACE NINE in 2370.

different as taking engineering instruction from **Chief O'Brien**.

It comes as little surprise that, even off duty, Bashir seeks adventure. One of his favorite **holosuite** programs is a late 20th century Earth secret agent adventure in which he takes the lead role as a debonair spy with a fascination for women and weapons. In real life, just as in his **holodeck** persona, Julian is able to keep a cool head even while hiding from assassins or traveling in time.

Bashir has a deep, lifelong commitment to medicine, a commitment that informs nearly everything he does. His single-minded dedication gives him the ability to stand up to any aggressor who would prevent him from treating the ill or wounded, such as the time he is stranded on an alien moon in the **Gamma Quadrant** after a crashlanding. Dr. Bashir, along with **Major Kira Nerys** and **Captain Benjamin Sisko**, finds himself captive of the **Ennis**, one of two factions fighting out a generations-long bitter rivalry on this moon, a penal colony of their homeworld. These people are desperate, hardened warriors, warriors who centuries ago gave up directed energy weapons such as **phasers** because they were "not damaging enough." But when he realizes that Major Kira is wounded he ignores the weapon that is pointed at his chest and heads for his medical kit. Nothing will get in the way of him treating a patient in need of help.

Bashir will take great personal risk in the service of others. Medicine recognizes no politics; Bashir's allegiance is to healing. In the **Teplan system**, Bashir elects to risk a **Jem'Hadar** encounter rather than delay the search for a cure to a deadly disease on a plague-ridden world. It is this focus on healing that makes all other considerations, no matter how severe, seemingly fall away. It is Bashir's main source of courage.

Laughing it off

In addition to calm bravery and a steely determination, Dr. Bashir also maintains a sense of irony to see himself through difficult situations. Stranded with **Captain Sisko** in the year 2024 in an effective internment camp for the unemployed, Bashir and Sisko trade their clean uniforms for some wellworn period clothes in an attempt to fit in. Sisko remarks that their new couture will make them look like they belong there. "Yeah, and we smell just as bad as everyone else, too," Bashir adds.

In the past

Bashir's adventures have taken him into the past on more than one occasion. In 21st-century San Francisco, he must help Captain Sisko to ensure that the timeline is not disrupted by the death of dissident leader Gabriel Bell.

Bashir's great confidence in his abilities sometimes borders on arrogance. But, to be fair, it must be pointed out that no one is more demanding of him than Bashir himself. Privately, he confesses that he is driven by a constant fear of failure. And those rare times he does fail he is riddled with guilt, and even despair. After his attempt to find a cure for the plagued planet in the **Teplan system** fails, Dr. Bashir plunges into a depression. He is full of self-reproach: "... there is no cure ... And I was so arrogant, I thought that I could find one in a week," he says to **Dax**, confiding his shame. "Maybe it was arrogant to think that," she replies. "But it's even more arrogant to think there isn't a cure just because you couldn't find it." This reproach is enough to rouse Bashir back to making further efforts. He pledges himself to the task, and eventually succeeds.

After all, failure is not what Julian Bashir is about. "I prefer to confront mortality rather than hide from it," he says. "Chasing death off. Making him wait another day." With Julian Bashir in the Galaxy, it seems that death will have to wait a very long time.

AWAY TEAM ADVENTURES

Bravery and dedication

It might seem at first glance that a career on a space station provides less opportunity for adventure than a posting on a starship, but Dr. Bashir has found that this is not the case. He often finds himself under fire on alien worlds with his life in danger and only his bravery and wits to save him. In all such situations, treating injured colleagues is his main concern.

Secret out

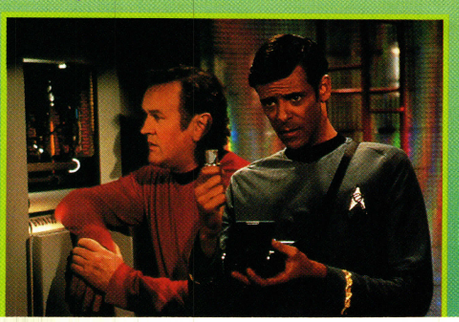
Perhaps the worst pressure Bashir has been under is when the problem seems unsolvable. When his genetic heritage is revealed, he seems to think there is little reason not to just give up.

"I just seem to have a talent, I suppose. A vision that sees past the obvious, around the mundane, right to the target. Fate has granted me a gift, Major."

—Dr. Bashir to Major Kira

Time trouble

Prevention is usually better than cure. On a trip back to the past of the original U.S.S. ENTERPRISE, Bashir and O'Brien must help to prevent Arne Darvin from disrupting the timeline.



Commander Toreth

SEE OTHER FILES...
ROMULAN STAR EMPIRE.....File 12
THE ROMULAN FLEET .....File 35
STAR TREK:
THE NEXT GENERATION....File 69

As commander of her own ship, **Toreth** is fiercely loyal to the **Romulan Star Empire**. But she holds little respect for the **Tal Shiar**, the brutal Imperial Intelligence division.

Commander Toreth is the **Romulan** military officer in charge of the ***Romulan Warbird Khazara***. A tall, slender woman, Toreth commands with pride and rigid authority, and has an undisputed presence on her bridge. She appears to trust her crew and, in return, she expects them to trust her implicitly. No one among her crew questions her command, or her right to it; if they do, her gray-green eyes are capable of piercing through such a challenge in seconds. She's not above mocking someone just to see if she can shake their confidence, or shatter their control.

Toreth has her crew's unwavering loyalty and they obey her commands to the letter. Their devotion may be in part because she puts their safety, and that of her ship, at top priority. When asked to beam an unknown cargo aboard, she does so only under strenuous objections, concerned that the cargo could endanger her crew and ship.

Unswerving loyalty

She is totally loyal to the Romulan government and earns high praise for her work. She is decorated with the **Sotarek Citation** for her actions during a crisis at a **Klingon** outpost; Toreth receives information that the outpost is undefended, but when Klingon warships decloak, the Romulans are taken completely by surprise. Half of Toreth's squadron is destroyed before they can return fire, but she rallies

PROFILE ON TORETH

NAME: Toreth

LIFE FORM: Romulan female

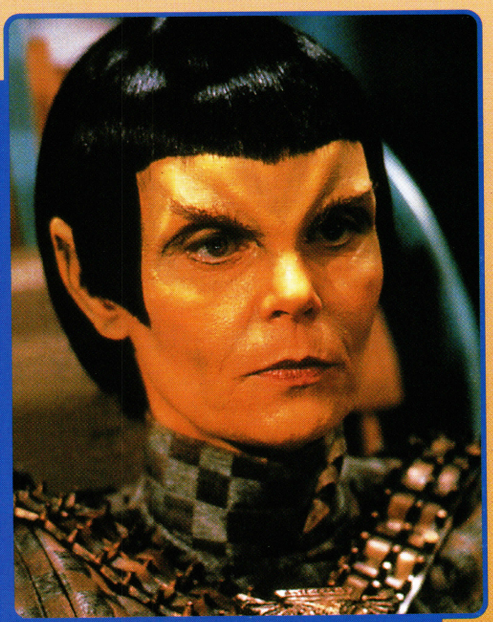
STATUS: Commander

SHIP: The *Imperial Warbird Khazara*

HONORS: Toreth has been awarded the Sotarek Citation for her actions during a crisis at a Klingon outpost.

COMMENTS: Toreth is a loyal and dedicated military officer, but she has little respect for the Tal Shiar. She feels they will one day be responsible for the downfall of the Romulan Star Empire.

FIRST SEEN: 'Face of the Enemy' [TNG]



Commander Toreth has never forgiven the Tal Shiar for her father's murder. He was taken away in the middle of the night, and she never saw him again; as far as she is concerned, these are not the actions of an honorable organization.

TORETH IN COMMAND

★ **Captain's chair**
Commander Toreth is loyal to her crew and expects them to be equally loyal in return.

★ **Deception**
When Major Rakal of the Tal Shiar comes aboard the KHAZARA and takes charge, Toreth has no idea that Rakal is not who she appears to be.

★ **Meal times**
Toreth prefers her mealtimes to be social occasions, and often eats in the wardroom with her officers.

"How did the Tal Shiar protect the Empire by dragging my father from our home in the middle of the night? He was just an idealistic old man, and I never saw him again."

—Commander Toreth to 'Major Rakal' of the Tal Shiar

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PERSONNEL FILES
Commander Toreth

FILE 49 CARD 7

valiantly and destroys the Klingon flagship herself. The Intelligence officer in charge of the mission is executed for his mistake, an event that she recounts with glee.

Toreth is in the habit of taking her meals in the wardroom with her senior officers. There, she presides over the table like a watchful queen, imparting wisdom and sharing stories of valor. The Romulan commander is particularly fond of a good dish of **viinerine**.

Chain of command

Toreth enforces a strict code of command on her bridge; everyone ultimately answers to her. The destruction of an unsuspecting ***Corvallen freighter*** by a *Khazara* crew member without Toreth's approval appalls her. It would not matter if the freighter's crew numbered 800 instead of 18; what upsets Toreth is that the freighter was fired on without her permission. She makes a note in her log that she is not responsible for the 18 lives and that she deplores this apparently senseless loss.

Toreth is mostly a fair and decent commander, but when pushed, her generosity vanishes into the biting, sarcastic personality that seems common among the Romulan military. She seeks out a person's weaknesses and tries to exploit them. When **Major Rakal**, a young woman from the brutal Imperial Intelligence division, the **Tal Shiar**, comes aboard the *Khazara*, Toreth is not afraid to intimidate her.

Painful past

As a military officer, Toreth has had more than her fair share of encounters with the mysterious, powerful Tal Shiar. It is a standard procedure for the Tal Shiar to take over *Warbirds* for clandestine purposes over which the regular commander and crew have no control; this is enough to make any loyal Romulan commander frustrated, but for Toreth, the enmity between her and the Tal Shiar goes much deeper. When she was a child, her father was dragged from their house by the Tal Shiar in the middle of the night and she never saw him again. By necessity, the Tal Shiar has Toreth's obedience, but they don't have her respect or devotion. She has never forgiven them for her father's disappearance.

During Toreth's military training, she became familiar with **Commander Konsab** of the Intelligence Academy and found his course on military history particularly relevant. One of Konsab's main themes focused on the difference between the military and the Tal Shiar. Konsab believed that, in order to function, military officers must trust each other. The Tal Shiar, however, trust no one and, expecting deception, they always find it.

There are some people who blame the military for the wars but, in Toreth's eyes, the military is asked to fight those wars on behalf of the people. It is the Tal Shiar and their absolute power that she thinks will be the death of the **Romulan Star Empire**. Toreth is a savvy commander who does not believe the Tal Shiar's propaganda that **Starfleet** is weak and foolish.

The **Federation** encountered Commander Toreth in 2369, when '**Major Rakal**' – actually **Starfleet** officer **Deanna Troi**, who has been disguised as a Tal Shiar officer and coerced into helping the escape of a Romulan dissident – comes aboard the *Khazara* and assumes command of the *Warbird*.

★ Burning hatred

Toreth is put into a difficult situation when Major Rakal orders the KHAZARA into Federation space. This is potentially an act of war.

★ Working together

Toreth's first priority is the safety of her ship and crew, and she is reluctant to do anything to put them in danger. But her loyalty cuts both ways; if she feels she has been wronged, she is formidable.

Last encounter

When Rakal tells Toreth to take the *Khazara* to **Draken IV**, requiring her to put her ship in Federation space for nearly 20 hours, the commander balks. She knows that the Federation litters their borders with **subspace** listening posts and **gravitic sensors**. But, under orders, she has little choice but to take her ship to Draken, even though she doesn't like it.

When she is given a chance to attack the ***U.S.S. Enterprise NCC-1701-D***, which is unaware of the cloaked *Khazara*'s presence, Toreth chooses to continue her mission and not risk an incident. But as soon as she becomes aware that the *Enterprise* can somehow track her cloaked ship, she immediately decides to destroy the **Federation** vessel, reflecting the brute force mentality of the military, to which Toreth is loyal.

Once Toreth uncovers the Starfleet officer, she calmly resumes command, though she can't help but gloat about the torture that awaits the spy once the *Khazara* is safely in Romulan territory again. It must be galling to Toreth, not to mention damaging to her noted career, when Troi escapes unharmed. Toreth's subsequent fate, and current whereabouts, are unknown.

★ Old hatreds

Toreth will obey the Tal Shiar if she has to, but she is not afraid to make it obvious that she has no respect for the intelligence service. She tells Major Rakal about her father's abduction, and asks in what way this is supposed to have benefited the Empire.

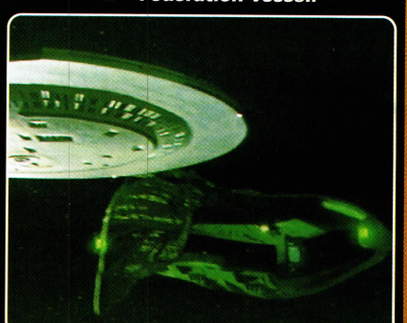
FACE TO FACE WITH STARFLEET

★ Hidden from sight

The KHAZARA is a formidable ship, but Toreth is not one to force a confrontation for the sake of it. When the U.S.S. ENTERPRISE NCC-1701-D does not detect her cloaked ship, she sees no reason to initiate a confrontation with the Federation vessel.

★ Revealed

Toreth only drops her cloak when the ENTERPRISE detects her vessel. Now a confrontation is inevitable, she is prepared to completely destroy the enemy ship. She does not kill for the sake of it, but she has no qualms about taking life when she feels that such action is necessary.



Ship to Ground Communications

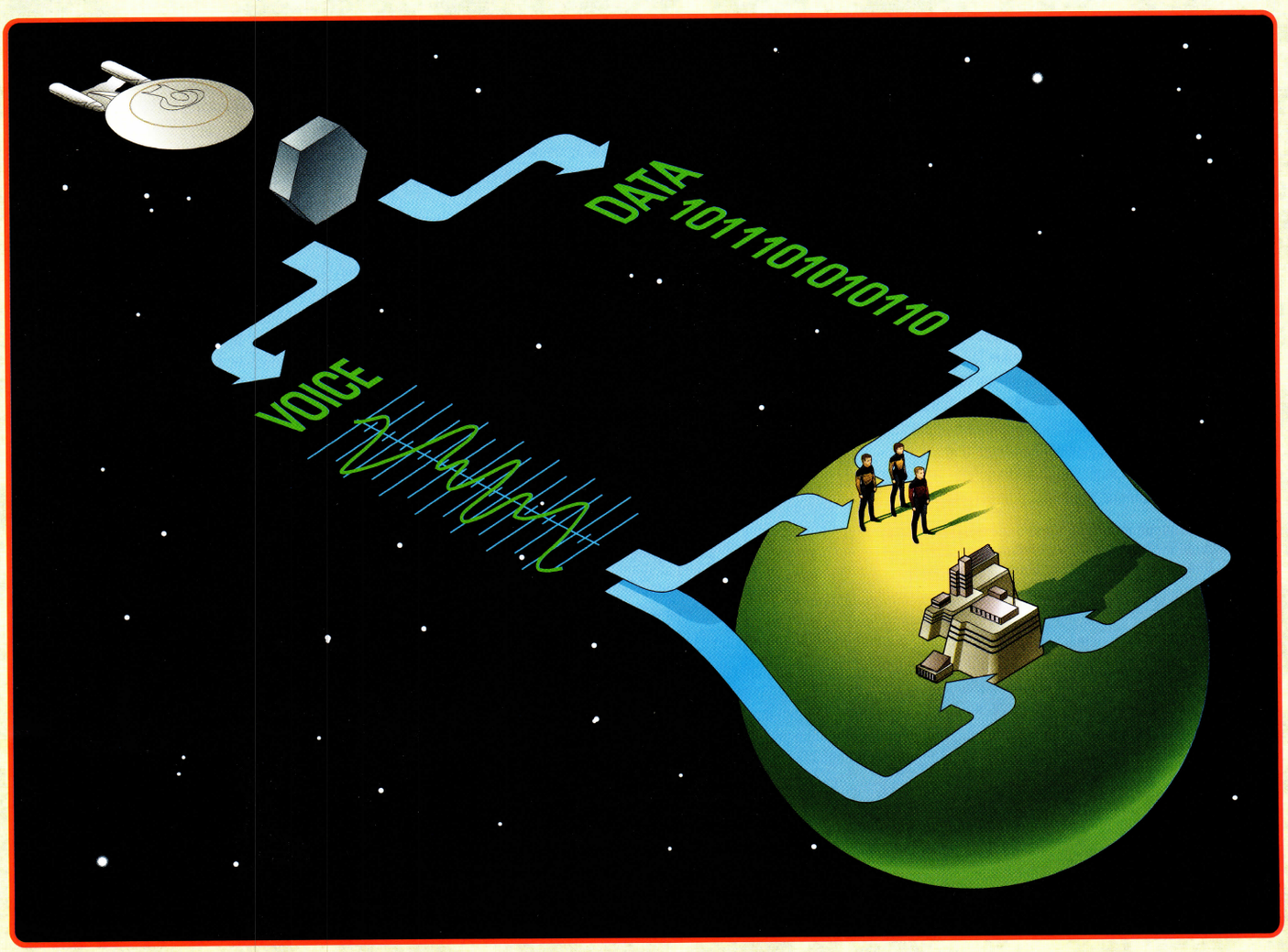
Starfleet vessels travel the Galaxy on missions of exploration, but they rarely land on planets and instead send small away teams to gather data. It is therefore important to maintain an efficient communication system that keeps personnel in constant contact.

To ensure that **Starfleet** missions are carried out with the maximum efficiency, it is important to maintain clear, secure, and instantaneous communications between starships and personnel or databanks located on a planet surface. This enables ships to remain in contact with members of away teams, to communicate with officials and civilian personnel on worlds encountered during their journeys, and to share or receive valuable information. There are two forms of ship to ground communications: personnel communications and data transfer between computer systems.

Ship to ground communications, like ship to ship communications, are mostly conducted at faster than light speeds, facilitated by **subspace** transceivers. Most ship to ground communications take place when the communicating

It is essential for landing party members to keep in contact with their ship, especially if the captain is part of the team. In the 2260s, handheld communicators provide the vital link between a planet's surface and the orbiting starship.

A century later, away teams are able to communicate with their ship via communicator badges, which are activated by a light tap. This method leaves the hands free for other tasks. In addition, tricorders can now communicate with the ship's computer.



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Ship to Ground Communications

When the U.S.S. VOYAGER is stationed in the Bajor System, Captain Kathryn Janeway is able to speak directly to her partner, Mark, via a small, desktop communicator device. He is light years away.

Many shipboard communication devices provide instantaneous video as well as audio communication for private messages and official briefings.

By the 2260s, the ground to ship communicator used by landing party personnel is compact and can be easily carried in the palm of one's hand.

parties are between 38,000km and 60,000km apart from one another. This represents the typical distance between one party on the surface of a planet and the other on a starship in orbit around that planet. By the mid to late 24th century, the planetside communicator most often used by Starfleet personnel is the communicator badge, which also sends a signal to the ship's transporters for transporter lockon; the maximum reliable distance for this is 40,000km, 20,000km less than the maximum range for communication alone.

Evolution of technology

Like most Starfleet technology, the nature of ship to ground communications has evolved over time, but the basic principles have remained the same. In the 2250s, landing party personnel are equipped with relatively bulky handheld communicators. These are streamlined during the 2260s, and an even smaller communicator, worn on the wrist like a watch, is on general issue in the 2270s, although this appears to be an alternative to rather than a replacement for the handheld communicator, which is still widely favored in the 2290s. All of these models, and the communicator badges used during the late 24th century, provide the away team member with audio communication only, although the receiving ship also has access to visual communication via shipboard viewscreens. Communications between ships and official planetside bodies often provides visual communications to both parties.

Starfleet ships can easily communicate with officials on the surface of the worlds they are visiting or assisting.

Security and back-ups

As with all communications, ship to ground communications are handled by strict security protocols. Incoming communications from away team members are usually routed directly to the bridge, but contact from non Starfleet personnel may be held by the security department for private presentation to the ship's captain and senior officers. In addition, many outgoing communications are encrypted to prevent interception by potentially hostile forces. This encryption, and the decryption of sensitive incoming messages, is handled by the main computer.

Starfleet communications are more sophisticated than the radio transmissions of yesteryear, but basic radio transmission is still used as a backup system. Some stellar and geographical phenomena prevent the efficient working of subspace systems. In addition, not all races with which the **Federation** maintains contact have developed the more sophisticated systems used on Starfleet vessels.

The radio frequency network consists of 15 transceiver assemblies cross-connected by optical data network (ODN) and copper-yttrium hardlines. Each assembly is triply redundant, and is linked to the comm processors of the main computer; the transceiver assemblies themselves are partially embedded into the main hull. The useful range of the radio frequency section is 5.2 astronomical units.

Twenty subspace transceivers are embedded into the hull of a ***Galaxy***-class starship such as the ***U.S.S. Enterprise NCC-1701-D***; the system is powered by **Type II electro plasma system taps**. The subspace transceivers are far more powerful, and require approximately 100 times more energy than their radio-frequency counterparts. Subspace transmission is much more reliable, even over short distances where radio transmission could be used, and is therefore the preferred mode of communication in all situations.

Together, these two systems ensure that the communications network operates at peak efficiency in all but the most disastrous of circumstances, keeping away team members in contact with their ship, crew on long exploration missions in contact with friends and family at home, and the worlds of the Federation in constant contact with its impressive fleet of starships.

INFORMATION TRANSFER

Monitoring events

By the 2360s, communications between an away team and their ship have progressed far beyond the provision of simple audio communication. Information can be transferred between the ship's computers and the away team's tricorders, and personnel on the ship can monitor everything that happens to the away team, providing an open comm channel is maintained throughout the operation. This can prove invaluable should the away team run into difficulties. The comm badge emits a signal that allows the transporters to lock onto, and beam out, its wearer: a vital function if the away team's situation becomes dangerous.

By maintaining an open comm channel, difficulties experienced by the away team can be monitored by their orbiting ship.

FILE 69 STAR TREK: THE NEXT GENERATION

'A Matter of Perspective'

Commander William Riker is accused of murdering a scientist from a planet on which the accused is guilty until proved innocent. **Captain Picard** uses the **holodeck** to get to the truth, but matters are complicated by the differing accounts given by the various witnesses.

CAPTAIN'S LOG
STARDATE 43610.4
"After completing a delivery of dicosilium to the Tanuga IV research station, our away team has received an update from Dr. Nel Apgar on his efforts to create Krieger waves, a potentially valuable new energy source."

The ***U.S.S. Enterprise NCC-1701-D*** has arrived back at **Tanuga IV**. The away team have completed a survey of **Dr. Apgar**'s work; they are ready to leave the research station orbiting the planet and return to the ship.

Geordi La Forge is welcomed back to the *Enterprise* by **Captain Picard**, but **Commander Riker** is still on the station; Dr. Apgar wanted to have a last word with him. Riker soon hails the *Enterprise* to say he is ready to return. As **Chief O'Brien** starts to beam him aboard, the ship experiences a power drain; the research station explodes. O'Brien manages to transport Riker back, but he knows nothing about the explosion he narrowly escaped.

Captain Picard immediately begins to investigate the space station's destruction; Riker informs him that Dr. Apgar was the only person on board the station when it exploded. O'Brien establishes that the transporters were not responsible for the explosion. He is unable to explain the power drain, but radiation and debris are consistent with the reactor core exploding.

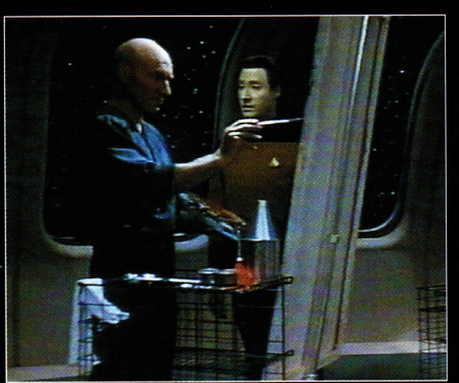
At the mercy of Tanugan law

Tanugan **Chief Investigator Krag** beams onto the *Enterprise* and announces that he intends to take Riker into custody on suspicion of the murder of Dr. Apgar. Krag has two witnesses who claim they saw Riker threaten Apgar; under Tanugan law, a man is guilty until proven innocent. However, a **Starfleet** regulation allows the captain to decide if extradition is warranted.

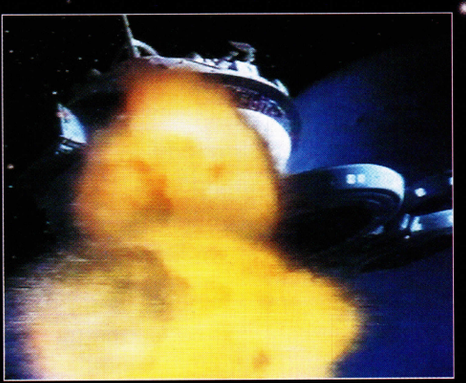
Picard decides to hold a hearing on the *Enterprise*, using the ship's **holodecks** to recreate the events leading up to Apgar's death. Depositions are taken from Riker and La Forge; the computers are programmed and Picard, Krag, **Troi**, and Riker begin to watch the first of the holodeck's simulations.

Riker's version of events begins with him and La Forge beaming aboard the research station. Dr. Apgar greets them both, then introduces his assistant **Tayna** and his wife **Manua**. Apgar is surprised to see **Starfleet** so soon; he's had a few setbacks in his attempts to create **Krieger waves**, but the converter will be ready on time. Riker tries to assure the doctor that he is not here to put pressure on him, but to catch up on his progress. The *Enterprise* was in this sector

ON SCREEN...



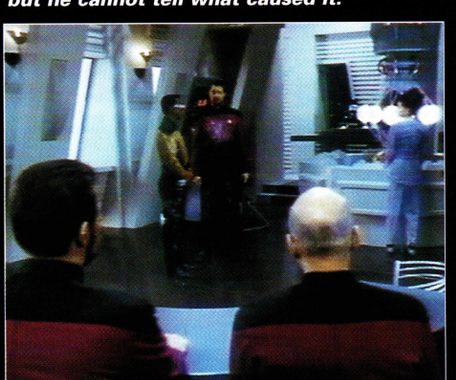
1 *Captain Picard is leading a life drawing class when Data arrives to tell him that the U.S.S. ENTERPRISE has arrived at Tanuga IV.*



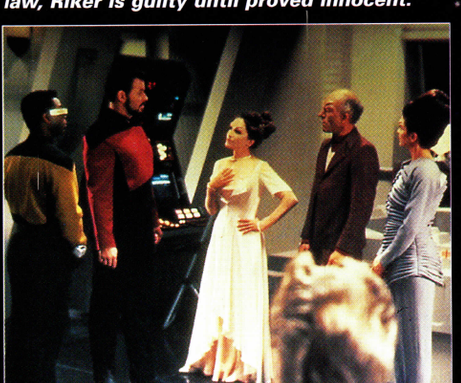
2 *As Commander William Riker beams back to the ENTERPRISE, Apgar's station mysteriously explodes. Luckily, Riker is unharmed by the blast.*

3 *Dr. Apgar was the only person aboard the station when it exploded. O'Brien is sure the transporters are not responsible, but he cannot tell what caused it.*

4 *Tanugan Chief Investigator Krag arrives to investigate the explosion and wants to take Riker into custody. Under Tanugan law, Riker is guilty until proved innocent.*



5 *The ENTERPRISE's holodeck is used to create a suitable environment for an extradition hearing.*



6 *In Riker's version of events, Dr. Apgar is surprised to see him. The scientist says that his research is not yet finished.*

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STARSHIP LOG

FILE 69 CARD 61

'A Matter of Perspective'

on another mission and took the opportunity to deliver more **dicosilium**.

Riker and Geordi will be picked up when the *Enterprise* returns the following day. Manua insists that Riker stay on the station, rather than on Tanuga IV. She shows him to the guest quarters, then attempts to seduce him. Riker gently rebuffs Mrs. Apgar's advances, but her husband enters and immediately suspects adultery. Although Riker tries to convince Apgar this has all been a terrible misunderstanding, the doctor is determined to lodge a formal complaint with Starfleet.

Differing reports

Krag announces that information retrieved from the lab's ground computers indicates the pulse that caused the station to explode originated from Riker's beamout point. The commander denies ever firing a weapon, but can offer no alternative explanation.

Krag then calls Mrs. Apgar as a witness; her testimony contradicts Riker's on a number of crucial points. According to Manua, it was Riker who insisted on staying on the station, in order that he could seduce her. When Dr. Apgar attempted to stop him, Riker responded violently. In Tayna's version of events, it is Dr. Apgar who beats up Riker, causing the commander to shout, "You're a dead man!" at his assailant.

Krag believes Riker had the motive, method, and opportunity to kill Dr. Apgar, and that therefore the commander should be extradited immediately. Although Picard is convinced Riker is innocent, he reluctantly admits that the evidence warrants a trial.

Data contacts Picard; while the holodeck hearings were progressing, the *Enterprise* was sporadically attacked by an unidentified radiation beam. Data has located the source of the radiation; it is the field generator Apgar was using in his experiments. Based on the planet's surface, the generator automatically emits an energy pulse and must have been left on when the station exploded.

Picard returns to the holodeck, with fresh evidence and a new theory. The radiation hitting the *Enterprise* has now been identified as Krieger waves; Dr. Apgar must have lied when he claimed not to have perfected their creation. Picard speculates that Apgar, desperate to 'reward' his avaricious wife, decided not to sell the converter technology to Starfleet. To turn a much larger profit, Apgar could use the technology to make weapons for clients like the **Ferengi** or the **Romulans**. When Riker arrived early, Apgar was convinced his subterfuge had been uncovered.

Apgar decided to murder Riker. He energized the converter at the moment of Riker's beamout, hoping to make the commander's death look like a transporter accident. However, something went wrong; the Krieger waves hit the transporter beam and bounced onto the reactor core, causing the subsequent explosion.

A simulation of this event convinces Krag that Dr. Apgar accidentally killed himself while attempting to murder Riker; he withdraws his extradition request and apologizes to Riker. The relieved commander quickly sets a course away from Tanuga IV.

STARSHIP FACTS

- **The Krieger waves attack duranium, an important metal alloy in the hull of the *U.S.S. Enterprise NCC-1701-D*.**
- **Data observes that Picard paints in a "haphazard melange of clashing styles." His work shows the influence of the cubist and proto-Vulcan schools.**

ON SCREEN...

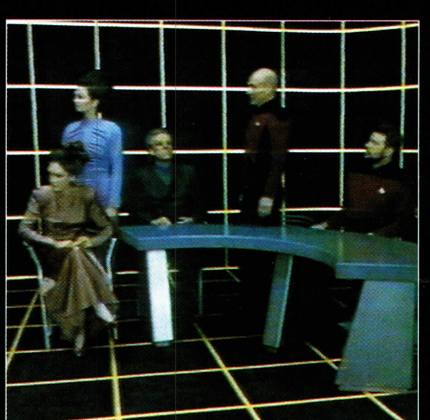
7 ***According to Riker, Manua Apgar, Dr. Apgar's wife, insisted that he sleep on the station, then tried to seduce him in his quarters.***

8 ***Dr. Apgar is horrified at Riker's behavior and intends to lodge a formal complaint with Starfleet, even though Riker protests innocence.***

9 ***The evidence suggests that Riker fired a weapon as he beamed out. He says he did not, but can offer no proof, nor an alternative explanation.***

10 ***In Mrs. Apgar's version of events, Riker tries to seduce her, and then beats up her husband. Tayna claims Riker called Apgar a "dead man."***

11 ***Data has found some new evidence: a field generator used in Apgar's experiments is generating Krieger waves. Apgar lied about his progress.***



12 ***Riker is proved innocent and acquitted; Apgar accidentally killed himself while trying to murder the Starfleet officer.***

FILE 70 STAR TREK: DEEP SPACE NINE

'The Ascent'

'ASCENT'

"Solid or Changeling you're still a miserable, self-hating misanthrope. That's who you are, that's who you'll always be."

– Quark to Odo

When a shuttle carrying **Quark** and **Odo** is sabotaged by the **Orion Syndicate**, the two find themselves stranded on a desolate planet. They have few supplies and a difficult task ahead, but their biggest problem is putting up with one another.

Odo and **Quark** are traveling to **Inferna Prime**, where Quark is to appear before a **Federation** grand jury. The trip is an eight day journey; the first four pass without incident, but then Quark begins to hear a buzzing sound coming from beneath a hatch in the ***Runabout***'s floor. As he opens the hatch, the buzzing grows louder: it's a bomb. The device is beamed into space, but this sets off a series of onboard explosions.

Odo crashlands on a nearby **Class-L** planet. Quark is sure the bomb has been planted by the **Orion Syndicate** to stop him from testifying against them. Odo wasn't aware Quark was mixed up with the Orion Syndicate, nor that he was a grand jury witness, not a suspect. The crashlanding knocks out communication and **replicator** systems. The planet is bitingly cold, and there are only two packs of field rations left.

Long climb to safety

Quark removes the **subspace** transmitter from the *Runabout*'s wrecked signal booster, but it will have to be hauled to higher ground in order to get its distress signal through the planetary atmosphere. The two castaways set off for a large and forbidding mountain peak. They take turns to carry the transmitter and share the only remaining survival suit; Odo bemoans the fact that he can no longer shapeshift his way out of trouble.

After three days, the mountain remains some way off. Worn down by hunger, fatigue, and each other's company, Quark and Odo start a fistfight. Quark pushes Odo down a ravine; the Constable breaks his leg.

Quark constructs a stretcher and begins to drag Odo along, but the effort soon proves too much for the **Ferengi**. When Odo tries to crawl his way along, the Constable's courage shames Quark into continuing on alone.

As time passes Odo becomes convinced that his old adversary hasn't made it to the peak. The Constable begins to record his final log, but is suddenly beamed to safety by **Dr. Bashir**; Quark did reach ground high enough to send a distress signal. The Ferengi has saved both their lives.

STARSHIP FACTS

On DEEP SPACE NINE, Jake and Nog become roommates. Despite initial incompatability, they are persuaded by Captain Sisko to cooperate.

ON SCREEN...

1 *Quark and Odo are on their way to a grand jury hearing on Inferna Prime. Odo assumes that Quark, ever one for the shady deal, is being put on trial.*

2 *When Quark and Odo investigate an odd buzzing noise, they find that a bomb has been planted in the shuttlecraft. Quark thinks the Orion Syndicate is responsible.*

3 *The shuttle crashlands on an inhospitable Class-L planet. Conditions are icy and the distress signal will not work from the current location. It must be carried to higher ground.*

4 *Quark and Odo soon get on each other's nerves and things deteriorate into a fistfight. In the skirmish, Odo falls and suffers a broken leg.*

5 *Quark is forced to abandon his companion and carry on alone. Left behind on the icy slopes, Odo is sure Quark will not make it to the summit.*

6 *To Odo's surprise and relief, he is beamed away by Dr. Bashir. Quark has reached the top and succeeded in sending a distress call; he has saved Odo's life.*

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FILE 70 STAR TREK: DEEP SPACE NINE

'Rapture'

'RAPTURE'

"I was there, in B'hala, standing in front of the spire, and for a moment I understood … I saw the pattern that held it all together."

– Sisko to Kira

An accident gives **Captain Sisko** the ability to see prophetic visions, and reinforces the belief that he is the **Emissary**. The neural activity that allows him to have the visions will kill him if left untreated, but Sisko is determined to see the prophecies through to the end.

The **Cardassian** government have given **Bajor** back an icon which depicts the legendary lost city of **B'hala**. With the aid of one of **Quark**'s **holosuites**, **Sisko** creates a three-dimensional reproduction of the icon in the hope of discerning the city's real location.

When the captain goes to end the program, he is knocked unconscious by a electrical charge from the holosuite's control panel. He awakes in the infirmary; **Dr. Bashir** finds no sign of any permanent neural damage, but Sisko may suffer post-neural shock syndrome and consequently experience colors and sounds more vividly.

Later, Sisko learns that Bajor's petition to join the **Federation** has been successful. **Kai Winn** has requested that the signing ceremony be held on ***Deep Space Nine***.

Touched by the Prophets

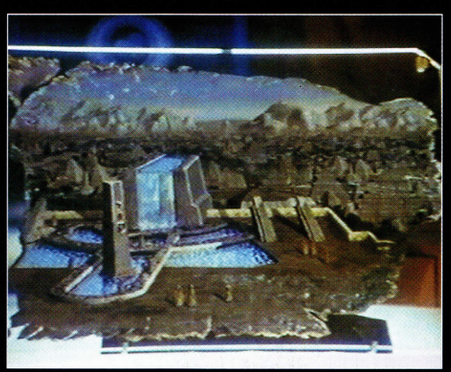
While studying the icon again, Sisko experiences the first in a series of prophetic visions and learns where B'hala is located. His unnatural neural activity has reached life-threatening proportions; Bashir needs to operate, but Sisko, not wanting to interfere with the visions, refuses treatment.

Sisko is gripped by a severe headache; he sees a vision of a cloud of swarming locusts fill the sky over B'hala, then depart for **Cardassia**. To help Sisko understand what he is seeing, Kai Winn gives him access to the **Orb of Prophecy**.

The next day, Sisko is late for the signing ceremony. When he arrives he is in terrible pain, but he manages to impart the true meaning of the vision: "the locusts" will destroy Bajor unless it stands alone. Bajor must not join the Federation. Sisko then collapses; **Jake** gives Bashir permission to operate. When the captain awakes, he is distraught that he has lost the visions; he felt close to complete understanding.

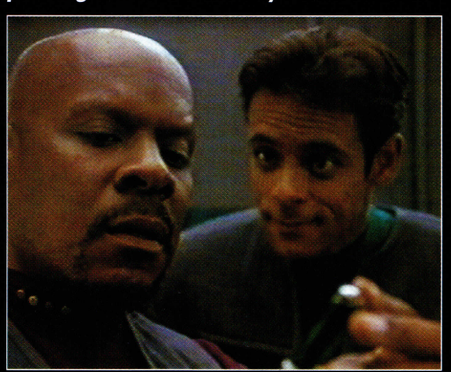
The **Bajoran Council of Ministers** vote to delay acceptance of UFP membership. **Admiral Watley** is disappointed by Sisko's identification with the role of **Emissary**, but the captain insists his visions were real. He assures Watley that, one day, Bajor will join the Federation.

ON SCREEN...



1 *The Cardassians have returned an ancient icon depicting the lost city of B'hala to the Bajorans. Sisko hopes the painting will reveal the city's whereabouts.*

2 *Sisko recreates the bantaca from the center of the painting in one of Quark's holosuites. At 3.00am, Quark comes to remind him of the time.*



3 *Sisko is hit by an electrical charge as he leaves the holosuite. He is not badly injured, but Dr. Bashir says that for a while he may experience colors more vividly.*

4 *Sisko begins to experience visions; in keeping with ancient Bajoran religious prophecies, these lead to the discovery of the actual ruins of B'hala.*

5 *At the meeting to admit Bajor to the Federation, Sisko bursts in and says the planet must stand alone to avoid disaster. The Bajorans postpone the signing.*

6 *When Sisko collapses, Jake gives permission for Dr. Bashir to operate. This saves the captain's life, but he will no longer experience the prophetic visions.*

STARSHIP FACTS

Zocal's Third Prophecy states that only someone touched by the Prophets will be able to find B'hala.

E continued

emitter crystal This component is an integral semiconducting or piezoelectric module in **subspace transceivers**. (*Starship Log:* 'Whispers' [DS9]) ***SEE FILE 70***

emitter relay Critical component in **subspace** tractor beams. Malfunctioning emitter relays prevented **B'Elanna Torres** from using normal procedures to shut down the ***U.S.S. Voyager***'s beam when the ship was pulled towards a quantum singularity in 2371. (*Starship Log:* 'Parallax' [VOY]) ***SEE FILE 71***

Emmanuel, Crewman ***U.S.S. Voyager*** crew member. In an alternate timeline, Emmanuel was killed when Deck 5 was breached during protracted combat with the **Krenim Imperium**; Emmanuel and **Ensign Strickler** perished when the **Doctor** was forced to seal an escape hatch before they could reach it. (*Starship Log:* 'Year of Hell' [VOY]) ***SEE FILES 29, 71***

Emony Dax SEE **Dax, Emony**

emotion chip **Noonien Soong**-designed **positronic** module capable of providing emotions to his androids. In 2371, **Data** installed it in his brain, but was unprepared for the unpredictable and often inappropriate nature of human emotions. The chip eventually fused with his neural net, although Data learned how to deactivate it. (*Starship Log:* 'Brothers' [TNG]; ***Star Trek Generations***) ***SEE FILES 43, 55, 69, 78, 79***

emotional states Shortly after installing the **positronic emotion chip**, **Data** claimed to have experienced, and mastered, 261 distinct emotional states, yet he was still confused by the tears of happiness he shed upon reuniting with **Spot**. (*Starship Log:* ***Star Trek Generations***) ***SEE FILES 55, 78***

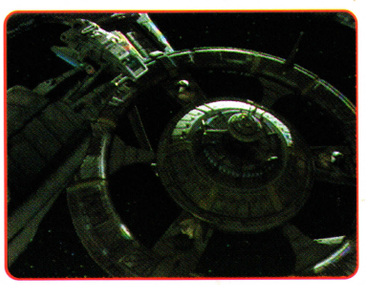
Some empaths, such as the Minaran Gem, can heal physical pain. Others only affect emotions.

empath Various species or individuals, including all members of the **Betazoid** race and certain **Kriosians**, **Minarans**, and **Valtese**. Empaths have the facility to discern, understand, affect, or absorb another's feelings, motives, and physical condition. ***SEE FILES 18, 58, 68, 69***

empathic metamorphs Genetic mutants in the **Valtese** and **Kriosian** races with the ability to permanently transform themselves to be compatible with a mate's requirements, resulting in a lifelong union. Male metamorphs are considerably more common than females. (*Starship Log:* 'The Perfect Mate' [TNG]) ***SEE FILES 18, 58, 69***

Data always longed to understand emotional elements of the human condition, such as what makes humans laugh. The installation of an emotion chip realized his dream.

Empok Nor **Cardassian** station in the **Trivas System**; the structure has the same design as ***Deep Space Nine***, the former ***Terok Nor***. Members of a **Federation** salvage team from *Deep Space Nine* were killed here by **Cardassian Third Battalion** soldiers, and by **Garak** in a psychotropic-drug-induced frenzy. (*Starship Log:* 'Empok Nor' [DS9]) ***SEE FILES 36, 70***



EMPOK NOR was an abandoned Cardassian space station from which Starfleet personnel salvaged spare parts for DEEP SPACE NINE, which is of the same design.

emulator module This integral and sensitive analytical processor permits certain **Federation** computers to access and work with unfamiliar systems by adopting their operating configuration. (*Starship Log:* 'The Forsaken' [DS9]) ***SEE FILE 70***

enantiodromia Clinical term for a psychological defense in which a subject emulates the direct contrast of the emotional state or feelings. The orphan **Timothy**'s enantiodromia took the form of mimicking the passionless **Data**. (*Starship Log:* 'Hero Worship' [TNG]) ***SEE FILE 69***

Enara Prime **Delta Quadrant** planet that is the native habitat to the **Enaran** civilization. (*Starship Log:* 'Remember' [VOY]) ***SEE FILES 3, 71***

Enarans Technologically advanced civilization whose regime engaged in the methodical annihilation of the **Regressives**, an ethnic minority who spurned technological development, in the 2300s. Accounts of this genocide were expurgated from history and concealed from the young people of Enara. (*Starship Log:* 'Remember' [VOY]) ***SEE FILES 18, 71***

encephalographic profile A graphic record of the electrical activity of the brain as recorded by a neurocortical monitor, an electroencephalograph (EEG), or other cerebrospinal monitoring device. (*Starship Log:* 'The Thaw' [VOY]) ***SEE FILE 71***

emitter crystal
emitter relay
Emmanuel, Crewman
Emony Dax
emotion chip
emotional states
empath
empathic metamorphs
Empok Nor
emulator module
enantiodromia
Enara Prime
Enarans
encephalographic profile
encephalographic polygraph scan
encryption lockout
Endar
U.S.S. Endeavour
Endicor system
endive salad
endocrinology
endorphins
endotherms
Eneg
enemy's blood
energy containment cell
energy ribbon
energy transfer device
energy transfer matrix
energy vortex
engineering

Kriosian empathic metamorphs such as Kamala adapt to the desires of those around them to become the perfect mate.

The Enarans' genocide of the Regressives was covered up, but B'Elanna Torres learned the truth when she received the memories of an elderly Enaran woman.

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encephalographic polygraph scan
Instrument-based method for evaluating a respondent's truthfulness and veracity during an interrogation. (*Starship Log:* 'The Drumhead' [TNG]) **SEE FILE 69**

encryption lockout
Cipher method designed to scramble access codes so as to prevent unauthorized access to classified data. (*Starship Log:* 'A Simple Investigation' [VOY]) **SEE FILES 29, 71**

Endar
Talarian officer and warrior who fought against **Federation** forces at the battles of **Castal I** and **Galen IV**. In 2356, Endar adopted the orphaned son of a dead enemy and raised the boy, whom he renamed **Jono**, as his own. The boy's original identity had been **Jeremiah Rossa**; his parents were Federation personnel. (*Starship Log:* 'Suddenly Human' [TNG]) **SEE FILES 44, 69**

Endeavour, U.S.S.
Federation starship, registry number ***NCC-71805***. During the late 24th century, this ***Nebula***-class vessel served in the blockade against the **Duras** faction's **Romulan** suppliers in 2368, and was also a part of the fleet which defended Earth from the **Borg** in 2373. (*Starship Log:* 'Redemption, Part II' [TNG]; ***Star Trek: First Contact***) **SEE FILES 31, 69, 79**

Endicor system
The ***U.S.S. Enterprise NCC-1701-D***'s mission to this star system during 2365 was temporarily interrupted by an encounter with a temporal distortion and the discovery of a duplicate **Captain Picard**. (*Starship Log:* 'Time Squared' [TNG]) **SEE FILE 69**

endive salad
Fiber-rich dish of raw vegetables featuring the crisp, succulent leaves from the crown of *Cichorium endivia*, also called frisée. It is the first course in one of **Chief Miles O'Brien**'s favorite meals. (*Starship Log:* 'Whispers' [DS9]) **SEE FILE 70**

endocrinology
The study of the glands and hormones of a species and their related disorders. The medical database of the ***U.S.S. Voyager NCC-74656*** contains several texts on 'comparative endocrinology' that the **Doctor** considers interesting. (*Starship Log:* 'Lifesigns' [VOY]) **SEE FILES 29, 71**

endorphins
From endo(genous) (mo)rphin(e). Peptide hormones that bind to opiate receptors, reducing pain and affecting emotions. **Bajoran**, **Betazoid** and human brains all produce endorphins; **Obsidian Order** operatives use implant-activated endorphins to help them to withstand torture. (*Starship Log:* 'Shades of Gray' [TNG]; 'The Wire' [DS9]) **SEE FILES 13, 50, 70**

Garak used endorphins to make life in exile more bearable, but longterm use proved damaging.

endotherms
Organisms, including mammals and feathered vertebrates, that generate heat to maintain a body temperature independent of their surroundings; also called homeotherms. **Professor Gegen**'s controversial theory held that the reptilian **Voth** evolved from endotherms. (*Starship Log:* 'Distant Origin' [VOY]) **SEE FILES 18, 71**

Eneg
A **Zeon** rebel opposed to the repressive dictatorship on **Ekos**. Eneg's work as an undercover operative within the planet's Nazi regime was instrumental in its eventual overthrow in 2268. (*Starship Log:* 'Patterns of Force' [TOS]) **SEE FILES 18, 68**

enemy's blood
English translation of the name for a **Kazon** intoxicating drink. **Seska** told **Chakotay** that she had developed a taste for it, even though she described it as being "not exactly fine cognac." (*Starship Log:* 'Maneuvers' [VOY]) **SEE FILES 18, 71**

energy containment cell
Jadzia Dax used this device to snare the consciousness of the criminal **Rao Vantika**, preventing him from escaping in **Dr. Julian Bashir**'s body. The cell was then destroyed, extinguishing Vantika. (*Starship Log:* 'The Passenger' [DS9]) **SEE FILE 70**

energy ribbon
SEE **Nexus**

energy transfer device
Small multiapplication apparatus. Members of the **Vian** race use cerebral stimuli to execute chores, including teleportation and physical manipulation, using an individually encoded energy transfer device. (*Starship Log:* 'The Empath' [TOS]) **SEE FILES 18, 68**

The Vians possessed immense mental powers, facilitated by an energy transfer device.

energy transfer matrix
This vital element in a ferroplasmic infusion device was primed by ***U.S.S. Enterprise NCC-1701-D*** crew members during the operation to reliquefy the core of **Atrea IV**. (*Starship Log:* 'Inheritance' [TNG]) **SEE FILE 69**

energy vortex
Celestial phenomena that destroyed the ***U.S.S. Enterprise NCC-1701-D*** in an alternate future. A temporal distortion caused by the vortex returned a duplicate **Picard** to the *Enterprise*, where he provided information vital to the ship's survival. (*Starship Log:* 'Time Squared' [TNG]) **SEE FILES 5, 43, 69**

The appearance of a time-traveling Picard enabled the crew of the U.S.S. ENTERPRISE to prevent time from repeating itself, thus avoiding their ship's destruction in an energy vortex.

engineering
Starfleet sphere of duty, with the primary responsibility of maintaining a starship's propulsion systems and power-generating capacity at optimum function levels. Headed by the chief engineer, its center of operations is found in the engineering hull. **SEE FILES 20, 21, 22, 23, 24, 25, 26, 28, 29, 31, 68, 69, 71**

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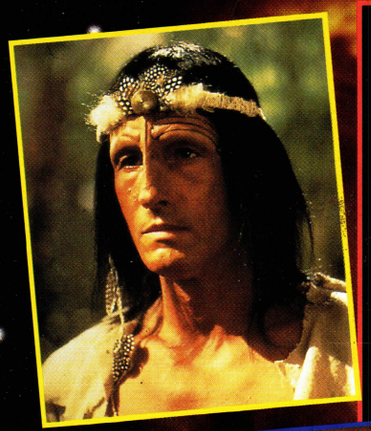

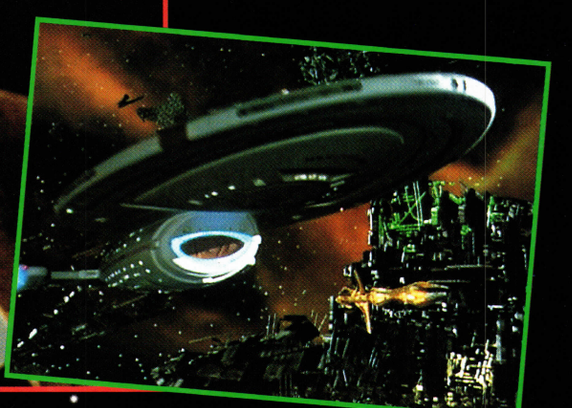

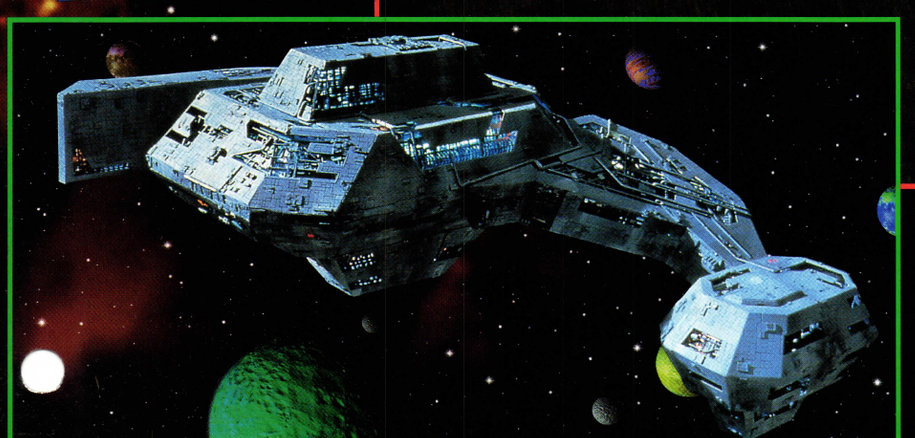

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The Guide to the STAR TREK Galaxy

FILE 3 **CARD 3HH**

CHARTING THE GALAXY

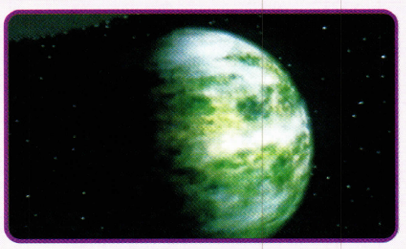
ALPHA QUADRANT

CHARTING THE GALAXY

THELKA IV — CLASS-M PLANET

This planet is visited by **Captain Jean-Luc Picard**, who discovers a particularly delicious dessert during his stay here. He later suggests **Neela Daren** try the dish aboard the ***U.S.S. Enterprise NCC-1701-D*** in 2369, but they never finish their meal as they are called away on official business.

THETA 116, PLANET VIII — CLASS-M PLANET



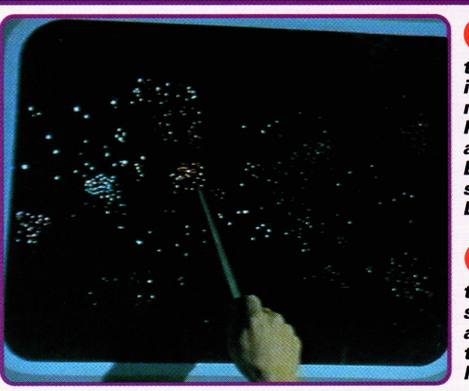
A virtually dead planet, Theta 116 has a cold surface temperature registering absolute zero.

A single revolving door in a sea of blackness is the only sign of activity on Theta 116.

The star system of **Theta 116** contains several unnamed worlds such as the one designated **Planet VIII**, which was once surveyed by a **Klingon** vessel. Planet VIII is uninhabitable as the atmosphere contains methane and nitrogen and has a temperature of absolute zero. In the 21st century, the ***Charybdis***, an Earth exploratory vessel, crashlands on the planet, leaving only one survivor, **Colonel Stephen Richey**. Out of guilt, the mysterious aliens who caused the crash attempt to provide a suitable environment for Richey to live in for the rest of his life, and create a simulation based on a bad pulp novel from the early 21st century, '**Hotel Royale**, which was found in the ship's wreckage. The story revolves around the comings and goings of the inhabitants of a swanky hotel and casino. This leaves Richey in a kind of living hell and, when death finally comes, he welcomes it. The area set aside for the Hotel Royale is the only place on the planet that features a habitable environment.

Inside the artificial world of the Hotel Royale is a casino populated with characters from a pulp novel. The reality ends when the story is played out by a U.S.S. ENTERPRISE away team.

THETA CYGNI XII — CLASS-M PLANET



Theta Cygni XII is the third planet to be infested with this neural parasite. Places previously affected were the Beta Portolan system and planet Levinius V.

The neural parasites can travel through space unaided and attach themselves to other biological life forms.

This **Class-M** world was the third known planet to be attacked by a species of deadly neural parasites which destroy civilizations by causing mass insanity. After these parasites destroy one world they move on, usually in an approximate straight line, across the Galaxy until they find the next inhabited world. The neural parasites are finally destroyed by high levels of ultraviolet light at planet **Deneva** in 2267, but not before **Captain James Kirk**'s brother and sister-in-law are killed.

TIBURON — CLASS-M PLANET

Zora cruelly subjected tribes on Tiburon to unethical tests.

With his large ears, Dr. Severin excelled in the science of sound dynamics while on Tiburon.

Dr. Severin, the charismatic leader of a band of renegade youths, was considered a brilliant research engineer on **Tiburon**. Sevrin specialized in acoustics, communications, and electronics; he was dismissed from his post on Tiburon when he started his movement rejecting technology. The infamous **Zora** conducted experiments with the body chemistry of subject tribes on the planet.

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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3HH

ALPHA QUADRANT

CHARTING THE GALAXY

CHARTING THE GALAXY

TILONUS IV — CLASS-M PLANET

Riker confronts his captors on Tilonus IV. They have subjected him to a type of mental torture of false realities.

In 2369, a **Federation** research team is visiting **Tilonus IV** when the planet's prime minister is assassinated and anarchy erupts. The ***U.S.S. Enterprise NCC-1701-D*** arrives days later to help locate the team who were believed to be forced into hiding during the chaos. With the planet's government splintered, there are no local authorities to help find the research team, and **Commander Riker** is assigned to act as a one-man search party. Two days after arriving on Tilonus IV, Riker is abducted and is then injected with a drug in an attempt to extract information from his memory using a neurosomatic technique, which causes him to hallucinate. **Tilonians** wear jewelry such as pendants that appear to be made of gold or silver types of metals.

Riker is eventually beamed away from Tilonus IV after undergoing a harrowing psychological experience.

TORMAN V — CLASS-M PLANET

The planet surface conditions of Torman V are very rough for most humanoids, so a biosphere is erected to counter the harsh winds. Torman V's bleak setting makes it attractive to unsavory types.

Characters from around the Galaxy come to Torman V to procure illicit transport or goods. Even Captain Picard knows of its whereabouts and is not afraid to use it to gain safe transport to Cardassian space for an under-cover mission.

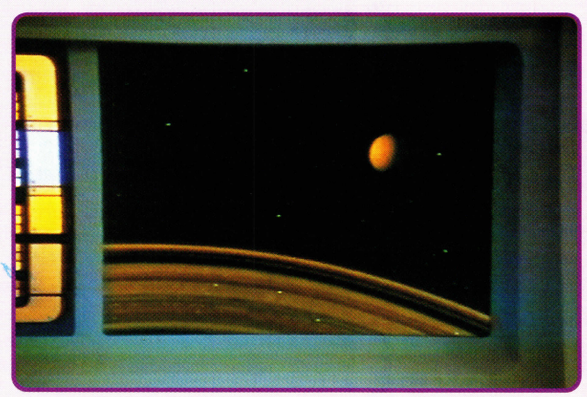
Torman V is a windswept and barren planet that attracts some of the Quadrant's more unsavory characters. It is here that **Captain Picard**, **Beverly Crusher**, and **Lieutenant Worf** manage to secure discreet transport from a **Ferengi** for a top secret mission to the **Cardassian** planet of **Celtris III**.

THETA VII — CLASS-M PLANET

A colony on this planet suffers an outbreak of disease which requires urgent vaccinations in 2268. The ***U.S.S. Enterprise NCC-1701*** delivers them a little later than their scheduled rendezvous with the ***U.S.S. Yorktown*** after encountering, and eventually destroying, a **dikironium** cloud creature.

TITAN — CLASS-M PLANET

Saturn is the sixth planet in the Sol system and has 21 satellites, the largest of which is Titan. The **Starfleet Academy Flight Range** is located near Saturn, and Titan is used as the approach point in flying maneuvers by the **Nova Squadron** in 2368. The moon is also famed for the **Titan's Turn** flying maneuver, which is used by shuttle pilots on the **Jovian run** between Jupiter and Saturn; the pilots almost skim the moon's atmosphere before executing a tight turn at 0.7c.



Titan, named after the mythological Greek family of giants, is Saturn's largest moon, and is often used as a reference point for pilots.

TOHVUN — CLASS: UNKNOWN

In 2369, **Tohvun** is a neutral planet, located in the politically sensitive area near the **Federation** border with **Cardassian** space.

TITUS IV — CLASS-M PLANET

Home to the **Lycosa tarantula**, an arachnid similar to the large and hairy type of tarantula native to planet Earth. **Miles O'Brien** overcomes his arachnophobia after nearly stepping on a Lycosa tarantula on **Titus IV**. He then keeps it as a pet and names it **Christina**.

THE UNITED FEDERATION OF PLANETS

TRILL ASSOCIATION

THE UNITED FEDERATION OF PLANETS

The unique nature of joined Trills provides a long and varied life for the symbiont and enriches the existence of the host, but for other races it can all be extremely confusing.

Trills occupy a number of important positions within the **United Federation of Planets**. Members of this unusual race serve in a variety of roles, from diplomats to **Starfleet** officers, but the life cycle of a joined Trill can seem bizarre, if not incomprehensible, to many of the other species who encounter them.

The Trill way of life is geared to the best interests of the symbiont, yet to the outsider, unable to actually see the symbiont, a joined Trill is only one person. Most Trills tend to treat other species with detachment and a calm serenity; their long lives give them a maturity and experience few other species can match.

Trills' unique cycle of existence enables them to draw on the experiences of past lives, giving them an understanding of the problems of many different species; their longevity means that any one Trill is able to be of assistance over many generations, or can provide valuable continuity in dealing with longlived species. But until the ***U.S.S. Enterprise NCC-1701-D*** encounters **Ambassador Odan**, a typical example of a Trill with an innate capacity for diplomacy, no one outside the race's homeworld is aware of the existence of the symbiont.

As a highly respected mediator, Odan successfully negotiates a peace treaty between the two moons of **Peliar Zel**, and, 30 years later, he is once again called upon to mediate in a dispute between them. As far as his clients, and the *Enterprise*, are aware, this Odan is the son of the man who took part in the previous negotiations. Perhaps Trills feel that trying to explain the true nature of their existence causes unnecessary confusion.

Continuing lives

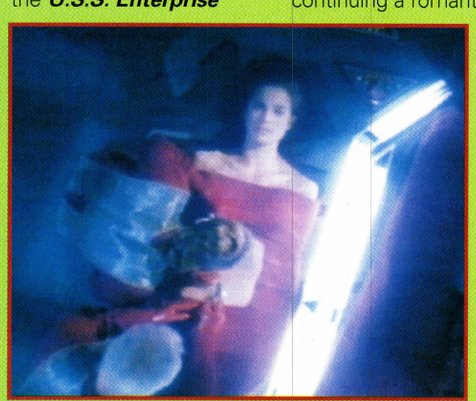
Members of other races certainly have difficulty understanding Trill relationships, particularly how these change or endure from host to host.

Most Trills, in fact, do not carry friendships with them into the lives of their new hosts. There is no rule against this, nor against continuing a romantic relationship, except with another joined Trill. But in general, there is an expectancy for the new host to create a life of their own rather than continuing the one established by the previous host. This tendency against reassociation is perhaps the greatest barrier to enabling other species to fully understand the Trill attitude, and the relationship between the hosts of a single symbiont.

Difficult transition

The reaction of other races to this situation varies enormously. Ambassador Odan forms a close relationship with the human **Dr. Beverly Crusher**, but she is unwilling to continue the relationship when the host body dies and the symbiont is next given a female host. Odan is prepared to continue the love affair as she considers herself to be fundamentally the same person whichever body is occupied, but Dr. Crusher, unable to accept the new Odan as being the person with whom she fell in love, chooses to end the relationship.

Jadzia Dax finds the reassociation taboo



Enduring friendships

Some Trill symbionts carry their associations from one lifetime to the next, retaining friends and colleagues from previous hosts. Ben Sisko knew Curzon before Jadzia received the Dax symbiont.

Previous lifetimes

Through Odan's experience, the crew of the U.S.S. ENTERPRISE learn that the personality of a joined Trill retains memories and emotions from the symbiont's previous host bodies.

Male body

Odan appears to be a male in his 30s; nothing indicates that there is another life form within him which has experienced many different lives. Dr. Beverly Crusher falls in love with the handsome ambassador.

Temporary solution

When Odan's host body is killed, the symbiont is temporarily transplanted into Commander Riker. His feelings for Beverly are retained.

New host

Odan's new host body is a woman. This poses no problems to her, but the human Dr. Beverly Crusher finds it difficult to adjust to the change of gender.

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The Guide to the STAR TREK Galaxy

FILE 9 **CARD 3**

TRILL ASSOCIATION

Expert advice

When the Klaestrons want to try Jadzia Dax for a murder that Curzon Dax is accused of committing, Trill minister Selin Peers is sent to give his expert opinion at the extradition hearing.

Determining blame

Neither the Federation nor the Bajorans, from whose space the Klaestrons want Jadzia extradited, have a clear policy on whether she can be held responsible for actions committed by Curzon Dax. It is a confusing situation.

particularly hard when she is forced to work with **Dr. Khan**, a Trill woman who had once been married to a previous Dax host, **Torias**. The two women find that their attraction to each other is as strong as it had been in their previous host bodies. Dr. Khan withstands Jadzia's pleas to disregard the penalties for reassociation and, despite the terrible emotional suffering her decision causes both herself and Jadzia, she leaves *Deep Space Nine*. Most of Jadzia's friends do not see why the two women should not be allowed to be together; to other races, it is another area of Trill culture that is almost impossible to understand.

Some friendships, and relationships with other races, do survive from host to host. Perhaps this is precisely because, unlike relationships with other Trills, they are not restricted by the reassociation taboo.

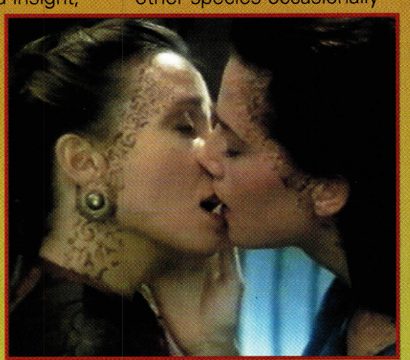
The previous Dax host, **Curzon Dax**, was a Federation mediator. As a young ensign, **Benjamin Sisko** regarded Dax as his mentor; he shared his hopes and dreams with the elder Trill. Dax was practically a member of the Sisko family, so it is with some trepidation that, in 2369, Sisko prepares to meet Jadzia, the new Dax host, who is to be his new science officer on ***Deep Space Nine***. From the beginning, it is obvious that Jadzia still cares about Sisko and still regards him as her young protege, albeit tempered with respect for his position as her commanding officer. Happily, Sisko is able to accept that while outwardly his old friend is now a young woman, Dax is still the same. He refers to Dax as "old man" and relies on her wisdom and insight, just as the younger Sisko relied on Curzon.

Jadzia Dax considers herself to be the sum of her eight previous hosts, though it is the past life of Curzon Dax who most touches her own. Having only recently died, Curzon's past relationships with other species occasionally resurface. In 2369, Jadzia finds herself accused of the murder of **General Ardelon Tandro** of **Klaestron IV**. Her friends and colleagues are determined to clear her name, and claim that the accused Curzon and Jadzia are two separate individuals, but their task is made more difficult by Jadzia's determination to accept responsibility for the previous host's actions.

Selin Peers, a Trill minister, is called in to help explain the situation, but the problem is averted when Curzon is proved innocent; it is unknown whether the **Bajorans** would have agreed to the extradition. It seems that most non-Trills have a long way to go before they will fully understand the complex nature of this unique race.

Reunion

In previous host bodies, the Dax and Khan symbionts were married. Their feelings for each other remain; non-Trills do not understand why the relationship cannot continue.



GALAXY FACTS

Trill symbionts are transplanted when the host is already an adult. This means that each host body has time to develop a distinct personality. The symbiont does not overwhelm this personality, but elements from past lives are integrated into it.

FRIENDSHIPS CONTINUE

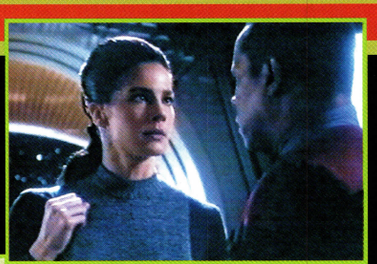
Dax and the Klingons

The multiple lifetimes experienced by a Trill symbiont provide its host bodies with the opportunity to build up detailed knowledge of other races over several generations and to interact with those races in a number of different ways. The Dax symbiont began a long association with the Klingons while hosted by Curzon, a United Federation of Planets diplomat. Curzon was considered a friend of the Klingon people, and was highly respected by many members of the race.

When Curzon dies and Jadzia becomes the new host, she retains a love of Klingon culture and is determined to honor a blood oath made by Curzon to seek revenge on the Albino, who murdered the firstborn children of three Klingon friends. The long association between Dax and the Klingons is set to continue into the future.

Jadzia retains a love of Klingon culture from Curzon, and is now married to a Klingon. There is no taboo to prevent Trills from marrying other races.

Benjamin Sisko has learned to accept that his old friend Curzon Dax lives on in the body of a young woman, Jadzia. The new host retains the memories of all previous lifetimes.



Curzon's old Klingon friends have difficulty in acknowledging that the man they knew is now a young woman, but they too come to accept the situation.

CHAKOTAY'S TRIBE: ORIGINS

OTHER GROUPS AND RACES

By the 24th century only a small core of the tribe called the Rubber Tree People still live deep within the Central American rainforest, as they did thousands of years ago. Another branch of the tribe left Earth and settled near the Cardassian border.

Although many of **Chakotay**'s people now live on a planet on the very edge of **Federation** space, they have their origins on Earth. The tribe and its ancestors' long history took a dramatic turn 45,000 years ago when a very advanced race they know as the **Sky Spirits** visited them.

At that time, Chakotay's ancestors were a small, peaceful, nomadic group living very simply in Earth's farthest north regions. The Sky Spirits were very impressed with the great respect they had for life and gave this tribe a genetic inheritance that made the people more intelligent and perceptive, and helped them survive great adversity over the centuries.

Their genetic inheritance propelled the nomads to migrate south toward more fertile land in Earth's North and Central America, where they became part of the Native American population.

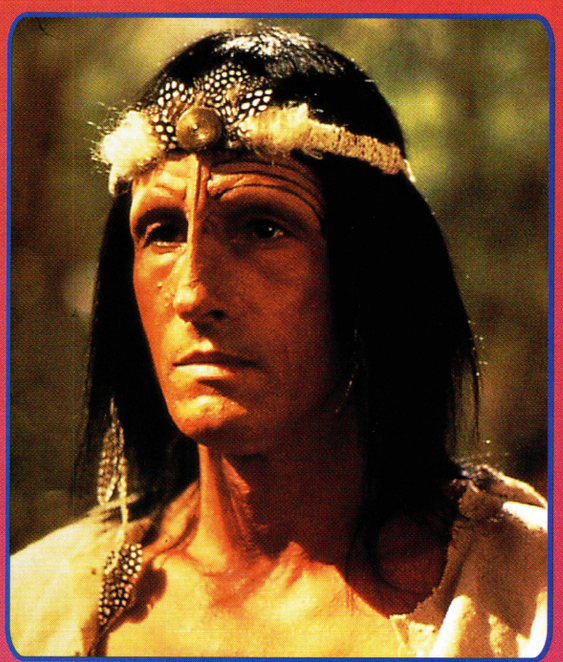
Brutal invaders

After a long period of peaceful freedom and prosperity for the tribe, foreign invaders came, bringing with them slavery, disease, and conflict. The tribe scattered, and many of the inheritors died. One group who became known as the **Rubber Tree People** survived, almost untouched by the invaders, in the Central American rainforest.

The Rubber Tree People still live in Central America in the 24th century and have little contact with the rest of their world. Another group descended from the original nomads left Earth and made a new home on another planet; Chakotay is descended from these people.

The nomads' encounter with the Sky Spirits is recorded in their mythology. According to the legends, the Sky Spirits actually fashioned the Rubber Tree People in their own image. But by the 24th century, many of Chakotay's people believe that the story of their tribe's origins is a metaphor rather than a factual account of events.

The Rubber Tree People keep the traditions of their ancestors sacred in a more concentrated way than those who left Earth. They rarely intermarry with other



The Rubber Tree People are an ancient tribe of Native Americans. They have a distinctive tattoo, like the Sky Spirits who helped them to evolve.

ALIEN ORIGINS

The Sky Spirits first visited Earth 45,000 years ago.

Many of the Rubber Tree People's ancient traditions were taught to them by the Sky Spirits.

The Sky Spirits still use the Chah-mooz-ee as a blessing when they have damaged the ground. Chakotay is amazed when he sees the sign in the Delta Quadrant.

The Sky Spirits gave the Rubber Tree People a genetic inheritance that increased their curiosity and intelligence.

Gift from the skies

The aliens known as the Sky Spirits gave their gift to the Rubber Tree People because they admired the respect they showed for all living things. Their influence helped the Rubber Tree People to find a new home to the south, where they prospered for many years.

OTHER CARDS IN THIS FILE...

2 THE MAQUIS
4 DORVAN V COLONISTS
25 MIRAMANEE'S PEOPLE

SEE OTHER FILES...

STAR SYSTEMS.....File 4
THE UNITED FEDERATION OF PLANETS.....File 7
STAR TREK: VOYAGER.....File 71

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GALAXY FACTS

- **The Sky Spirits speak the same language as the ancient Rubber Tree People.**
- **The Rubber Tree People were not the only Native Americans to benefit from alien intervention. Several members of the Mohican, Navajo, and Delaware tribes were taken to another planet by a race known as the Providers.**
- **Chakotay's father was called Kolopak.**

CHAKOTAY'S TRIBE: ORIGINS

OTHER GROUPS AND RACES

The Rubber Tree People greet their guests warmly, but the young Chakotay is uneasy about his origins and his tribe's traditions.

When Chakotay was a young man, he and his father went to look for their cousins in the American rainforest on Earth, where they found the Rubber Tree People.

Chakotay's father discovers that the Rubber Tree People speak the ancient tribal language.

The Rubber Tree People are distinguished by a ridge that runs down the center of their foreheads. Other branches of the tribe have lost this trait.

tribes, and maintain 'primitive' ways of life. They choose not to avail themselves of more advanced technology in order to honor their inheritance and the Sky Spirits.

The Rubber Tree People are recognizable primarily by a pronounced, bony forehead, and a tattoo on the left side of their foreheads. This is the same tattoo that Chakotay bears, having taken it after his father's death.

Their language still bears remarkable similarities to that of Chakotay's people, and can be recognized by its tonal, sung quality. They live in circular huts made of interlinked branches.

The Rubber Tree People carry primitive spears and shields, though they are not warlike by nature. They have, however, learned to protect themselves and their land from contact with many violent invaders, and will not hesitate to fight if necessary. Because the rainforest is teeming with life, it is the perfect habitat for them since they believe in peaceful friendship with everything in nature. Killing anything is against their entire belief system.

To honor nature they carve or write the ancient healing symbol, a **CHAH-mooz-ee**, anywhere that they may have caused damage, like the site of a campfire or a chopped-down tree.

Prayers and meditations

Chakotay's people maintain many of the same traditions as their cousins in the Rubber Tree People. They have a traditional prayer ritual called the **pakra** to commemorate a loved one's death. In this solitary ritual, they ask for guidance from the spirits and speak to the loved one. The **vision quest** is another spiritual journey, often induced with the aid of a scientific device known as an **akoonah**, in which the person asks for guidance from supernatural forces. It is aided by the medicine bundle that each member of the tribe assembles; Chakotay's bundle contains a blackbird wing and a polished river stone marked with a CHAH-mooz-ee inside two deer pelts. The quest begins and ends with the word of blessing "**A-koo-chee-moya**." It is also used to discover a person's animal spirit guide, which guides and protects you as you make your way through life. The animal guide chooses you, rather than the other way around, and once you have found your animal guide, it is considered to be offensive to the guide if you speak about it; thus the relationship continues as a private, spiritual one.

Each tribe member's name is also considered sacred, a gift from the tribe, that one has to earn and be worthy of.

In search of the past

Over the years, Chakotay's people, like the rest of humanity, lost touch with the Rubber Tree People. Locating these ancestors was extremely important to Chakotay's father, and he took Chakotay on a mission to Earth when he was a boy.

The two found the Rubber Tree People living in the American jungle and discovered that there were still significant similarities between the two branches of the tribe.

Distant origins

When the ***U.S.S. Voyager NCC-74656*** finds a CHAH-mooz-ee drawn on the surface of a planet in the Delta Quadrant, Chakotay realizes that the legend of the Sky Spirits may actually be true. *Voyager* tracks a warp trail to a nearby planet, where Chakotay finds the aliens who visited his people so many years ago. The Sky Spirits tell him that they believed all the members of his tribe had been destroyed, and they are delighted to discover that they were wrong.

MARK OF THE SKY SPIRITS

The Rubber Tree People tattoo their distinctive design on Chakotay's father's face.

As a young man Chakotay refuses to accept the tattoo, but when his father is killed he has the design tattooed onto his own face.

The Sky Spirits recognize the tattoo, which resembles the mark on the side of their own foreheads.

STARFLEET ACADEMY | PERSONNEL

STARFLEET CAPTAINS

CAPTAIN HARRIMAN

Captain John Harriman commands the ***Excelsior***-class starship ***U.S.S. Enterprise NCC-1701-B***, the third ship to bear the famous name, during its maiden voyage in 2293. He leads the rescue of 47 passengers from the ***S.S. Lakul***, with the assistance of the retired **Captain James T. Kirk**, who is lost and believed killed in the attempt.

Captain Harriman is an inexperienced commander when his ship undertakes its dramatic maiden voyage.

STARSHIP LOG: STAR TREK GENERATIONS

CAPTAIN HARRIS

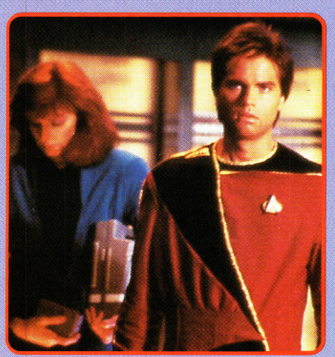
As commander of the ***Constitution***-class starship ***U.S.S. Excalibur NCC-1664***, **Captain Harris** participates in the test wargames against the **M-5 computer** in 2268, along with three other vessels. He is lost, along with his entire crew, when the M-5 malfunctions and severely damages the *Excalibur*.

A number of CONSTITUTION-class starships take part in a simulated battle to test the M-5 computer which is installed on the U.S.S. ENTERPRISE. Captain Harris is the commander of the U.S.S. EXCALIBUR.

STARSHIP LOG: 'The Ultimate Computer' (TOS)

CAPTAIN JAMESON

Mark Jameson, commander of the ***Constellation***-class starship ***U.S.S. Gettysburg NCC-3890***, is a renowned **Starfleet** officer who eventually rises to the rank of Admiral before his death in 2364. Jameson was originally credited for his successful negotiations to release **Federation** hostages on **Mordan IV**, but his reputation is tarnished when it is later discovered that he violated the **Prime Directive** in order to free the captives, resulting in decades of civil war.

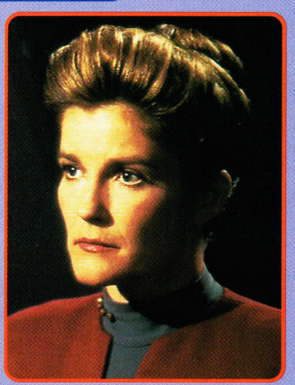


Late in life, Jameson takes illegal youth treatments that eventually kill him.

STARSHIP LOG: 'Too Short A Season' (TNG)

CAPTAIN JANEWAY

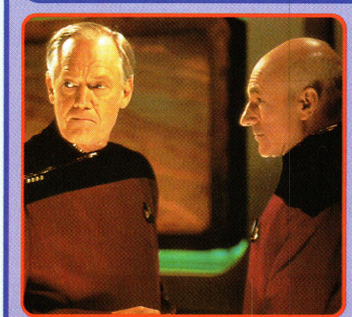
Captain Kathryn Janeway commands the ***Intrepid***-class starship ***U.S.S. Voyager NCC-74656*** from its launch in 2371. Janeway is believed lost with all hands when *Voyager* vanishes while in pursuit of a **Maquis** ship in the **Badlands**, but she and her crew are in fact brought to the **Delta Quadrant** by a being known as **The Caretaker**. She eventually unites her crew with the crew of the Maquis vessel, granting **Starfleet** field commissions to the members of the Maquis; the combined crew have the mutual goal of finding a way back to **Federation** space.



Captain Janeway comes from a Starfleet family. Her father Edward was an admiral.

STARSHIP LOG: 'Caretaker' (VOY)

CAPTAIN JELLICO



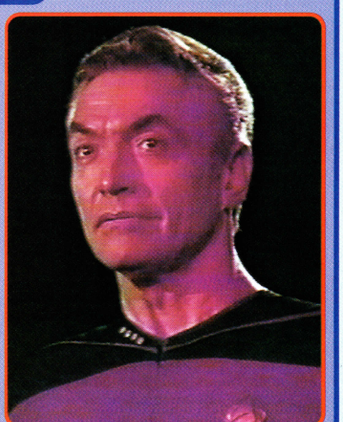
While in command of the ***U.S.S. Cairo NCC-42136***, **Captain Edward Jellico** assisted in negotiating a truce with the **Cardassian Union** in 2367. In 2369, Jellico is assigned to temporary command of the ***U.S.S. Enterprise NCC-1701-D***, while **Captain Picard** is on assignment. Jellico is known for his tough command style and firm discipline.

Captain Jean-Luc Picard hands command of the U.S.S. ENTERPRISE over to Edward Jellico in an official ceremony held aboard the ship.

STARSHIP LOG: 'Chain of Command', Parts I and II (TNG)

CAPTAIN KEEL

Captain Walker Keel is the commanding officer of the ***Ambassador***-class starship ***U.S.S. Horatio NCC-10532***. He is one of several command-level officers who fight an attempted infiltration of **Starfleet** by an unknown alien race in 2364. Soon after voicing his fears, Keel and the entire *Horatio* crew are killed near **Dytallix B**.



Captain Keel is an old friend of Jean-Luc Picard and Jack Crusher.

STARSHIP LOG: 'Conspiracy' (TNG)

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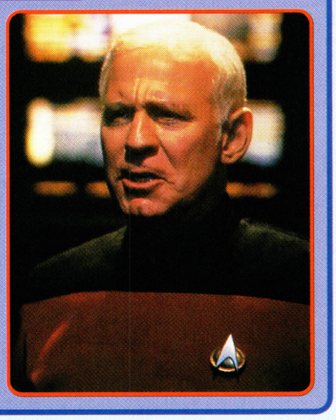
STARFLEET CAPTAINS

CAPTAIN KEOGH

As commander of the ***Galaxy*-class *U.S.S. Odyssey NCC-71832***, **Captain Keogh** is dispatched to the **Gamma Quadrant** in 2370 to investigate the **Jem'Hadar** threat in the area. Keogh is killed when the *Odyssey* is destroyed while retreating from a Jem'Hadar attack.

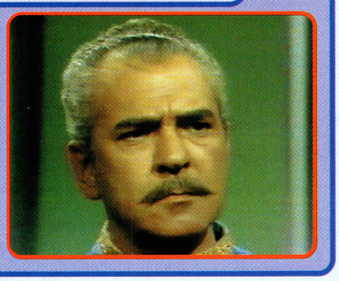


Captain Keogh is one of the early Starfleet victims of the Jem'Hadar.

STARSHIP LOG: 'The Jem'Hadar' [DS9]

CAPTAIN KRANOWSKY

Captain Kranowsky serves as a judge at the court-martial hearing of **Captain James T. Kirk** on ***Starbase 11*** in 2267



Kranowsky is part of a four-man panel comprised of two captains, a commodore and a command representative.

STARSHIP LOG: 'Court Martial' [TOS]

CAPTAIN LA FORGE

Commander of the ***Nebula*-class starship *U.S.S. Hera NCC-62006***. A career **Starfleet** officer, **Silva La Forge** is lost with her entire crew during a routine courier mission. Her husband is also a Starfleet officer and her son, **Geordi**, has continued the family tradition; he is a lieutenant commander serving as chief engineer aboard the ***U.S.S. Enterprise NCC-1701-E***.

Captain Silva La Forge commands a ship crewed mainly by Vulcans. A memorial service is held on that planet.

STARSHIP LOG: 'Interface' [TNG]

CAPTAIN LEYTON

Captain Leyton was the commanding officer of the **Federation** starship ***U.S.S. Okinawa*** at a time when **Ben Sisko** was the ship's first officer. He was later promoted to admiral. It was Leyton who recommended Sisko for the post of commanding officer of ***Deep Space Nine***.

Before his promotion to admiral, Leyton was an exemplary captain.

STARSHIP LOG: 'Homefront' [DS9]

CAPTAIN KIRK

James T. Kirk is the third captain to command the original U.S.S. ENTERPRISE. He succeeds Captains Christopher Pike and Robert April.

After more than a decade as an admiral, Kirk is demoted to captain in 2285, over actions which led to the destruction of his famous ship.

Captain James T. Kirk, best remembered as commander of the ***Constitution*-class** starships ***U.S.S. Enterprise NCC-1701*** and the ***U.S.S. Enterprise NCC-1701-A***, is probably one of the most famous captains in **Starfleet** history. After leading two historic five-year missions aboard the *Enterprise* between 2264 and 2276, he retires, but returns to active duty in 2284. Kirk is promoted to admiral in 2270, but is demoted back to captain in 2285 for disobeying orders. He retires from Starfleet again in 2293 and is presumed killed during the launch of the ***U.S.S. Enterprise NCC-1701-B*** later that same year, but is

discovered alive in a temporal nexus in 2371 by **Captain Jean-Luc Picard** of the ***U.S.S. Enterprise NCC-1701-D***. Kirk leaves the **Nexus** and, with Picard, helps prevent the destruction of the **Veridian system**. He is killed during this encounter and is buried on a mountaintop on **Veridian III**.

STARSHIP LOG: 'Where No Man Has Gone Before' [TOS]

CAPTAIN LAPORIN

Laporin, a **Benzite** starship commander who attended **Starfleet Academy** at the same time as **Benjamin Sisko**, is killed when his bridge is stormed by **Klingons** in 2372.

STARSHIP LOG: 'Apocalypse Rising' [DS9]

CAPTAIN LOUVOIS

Captain Phillipa Louvois is head of the **Sector 23** Judge Advocate General's office in 2365. She presided over the court-martial hearing of **Captain Picard** following the loss of the ***U.S.S. Stargazer*** in 2355, and in 2365 hears the precedent-setting case that determines that the android **Data** is entitled to full independent rights and is not **Starfleet**'s property.

Not all Starfleet captains are starship commanders. Some, such as Louvois, hold positions in the legal department.

STARSHIP LOG: 'The Measure of a Man' [TNG]

FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:
U.S.S. VOYAGER NCC-74656

SYSTEM:
CONN STATION

BRIEFING:
FUNCTION AND LAYOUT

On **Starfleet** vessels the **conn cfficer**, who is sometimes known as the **flight control officer,** is responsible for navigating and piloting the ship. On the ***Intrepid***-class ***U.S.S. Voyager NCC-74656***, the conn position is an isolated station at the front of the bridge.

In order to perform his or her duties, the officer at the conn can control *Voyager*'s warp and impulse engines, reaction control thrusters, inertial dampers, and landing gear. He or she has access to the **structural integrity field** and the atmospheric controls. The conn officer is also responsible for overseeing shuttlecraft operations and for docking procedures. When a ship is in orbit, the conn provides information on weather conditions in the planet's atmosphere, allowing the conn officer to make a recommendation about the use of shuttles to the commanding officer.

Vital position

Although many flight operations are automated, the conn is always manned. In emergencies, the conn has a dedicated flight control backup processor that allows the conn officer to take manual control of the ship. The conn officer's skill can often mean the difference between life and death for the entire

Tom Paris normally mans the conn on the U.S.S. VOYAGER. He is the best pilot in the crew, and has proven his value countless times. He also regularly pilots shuttlecraft.

The conn is one of the largest stations on the bridge of the INTREPID-class U.S.S. VOYAGER. The chair slides along a rail, allowing the conn officer to access all of the display panels without any difficulty. Many of the conn's functions can be duplicated at other stations around the bridge and, if necessary, helm control can be transferred to Main Engineering.

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FILE 29 U.S.S. VOYAGER NCC-74656

crew. On *Voyager*, the conn is normally manned by **Lieutenant Tom Paris**, who has proven himself to be an excellent pilot.

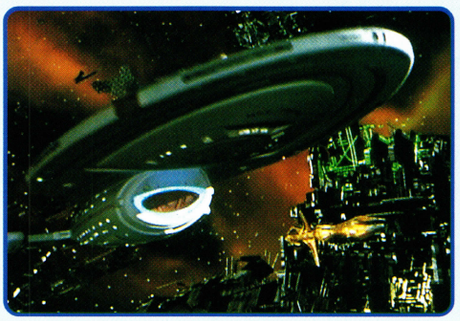
The interface on the conn constantly reconfigures itself, presenting the conn officer with the most appropriate controls in a logical sequence. If necessary, the console can be reconfigured to take on some of the functions of another station, such as ops.

The conn officer's duties break down into a number of areas. He or she is responsible for inputting the ship's heading and for making any course corrections. The conn station displays information from the long range sensors and from the ship's database of positional information, which is regularly updated by **Stellar Cartography**. Data can be confirmed by a network of secondary sensor systems.

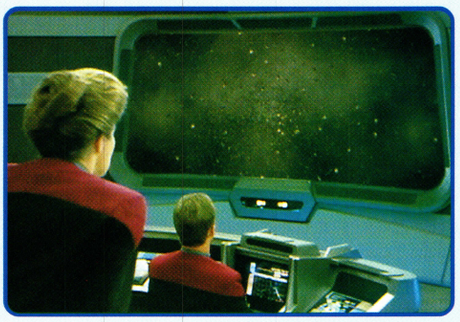
The conn officer also monitors the ship's flight path and the performance of routine operations. When *Voyager* is traveling at warp, the conn's computer systems monitor long range sensors to detect navigational hazards. The computer makes automatic course corrections, but the conn officer can override these if necessary. The computer informs the conn officer if it encounters any kind of serious hazard.

The conn officer inputs all maneuvers, whether these are relatively routine, such as docking at a space station, or complex tactical procedures. He or she can literally steer the ship by tapping on the keyboard.

Conn officers train to perform a number of tactical maneuvers, ensuring that the ship is ready to respond in a military situation. On *Intrepid*-class starships, such as the *Voyager*, they also to train to perform unusual procedures such as landing the ship. During extended missions, **holodecks** can be used to practice complex maneuvers.



The conn officer is responsible for piloting the ship and has to be ready to respond to any situation. The entire crew depend on his or her skill.

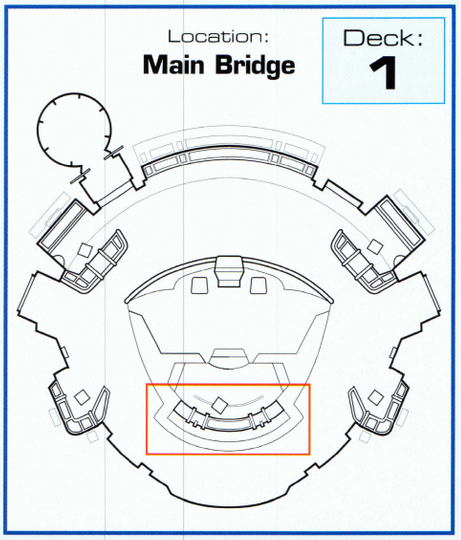


The conn is at the front of the bridge at a slightly lower level than the commanding officer's chair. It is directly in front of the main viewer.

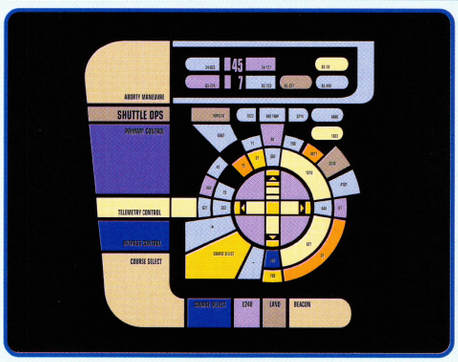
Working together

The conn officer works closely with the **operations manager**, also known as the **ops officer**, who controls many of the functions that are closely related to flight operations, such as scanning and monitoring ship's systems. On many other starships, such as the ***Galaxy*-class *U.S.S. Enterprise NCC-1701-D***, the ops station was next to the conn; however, on *Voyager*, ops is at the back of the bridge.

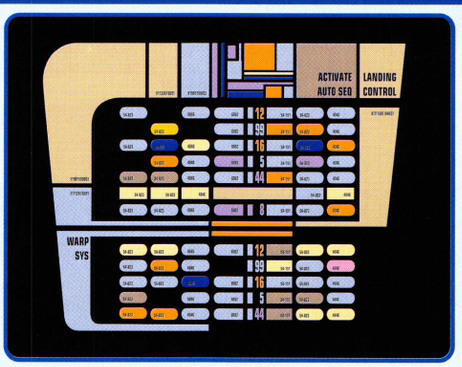
The conn is also in constant contact with Engineering and can take direct control over many of its functions. During warp flight, both the conn and Main Engineering monitor **subspace** field geometry to ensure that conditions are normal.



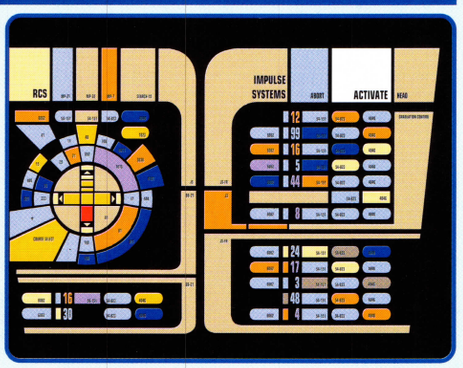
STANDARD CONN STATION CONFIGURATION



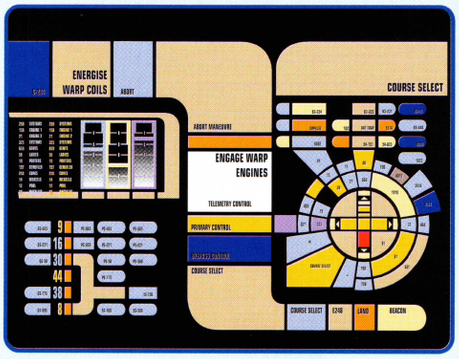
The panel on the far left of the conn station is used to monitor shuttle operations and to receive telemetry data.



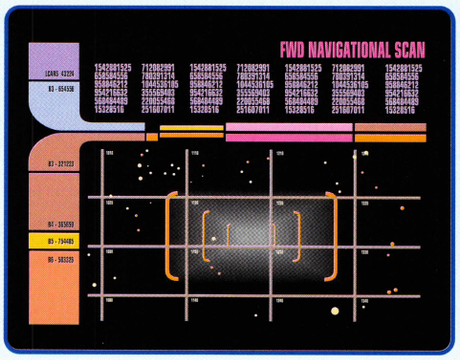
The panel on the conn officer's immediate left is used to monitor the warp systems and to control landings.



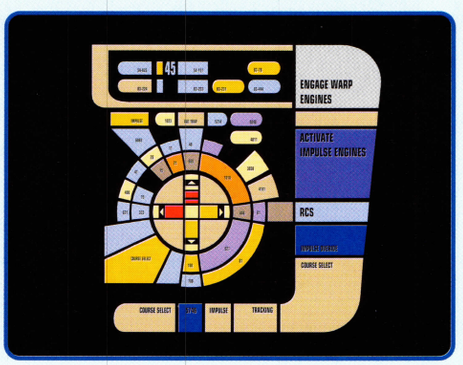
The panel on the left of the central display is used to control the warp engines and input the ship's course.



The panel on the right of the central display is used to control the impulse engines and RCS thrusters.



A slightly raised monitor on the right of the station displays the navigational scans gathered by the ship's sensors.



The panel on the far right of the conn station can be used to input a variety of essential commands.

Dr. Crusher Under Pressure

Serving aboard a **Starfleet** vessel can throw up unexpected experiences for any officer, but this is particularly true for the chief medical officer. Aboard the ***U.S.S. Enterprise NCC-1701-D*** and then the ***U.S.S. Enterprise NCC-1701-E***, **Dr. Beverly Crusher** must be prepared to deal with any eventuality.

Dr. Beverly Crusher, currently chief medical officer of the ***U.S.S. Enterprise NCC-1701-E***, is the perfect person to be with in a crisis. The strength of her intellect, her keen intuition, and her levelheadedness have got her and the *Enterprise* crew out of danger many times. Even in situations of mortal danger, she rises to the occasion with a cool head.

Though Dr. Crusher relies heavily on logic, she often acts passionately, using her intuition, unlike many people with highly developed rational sides. She trusts her intuition when she is under duress, which often is the key in her triumphing over incredible odds.

This instinctive trust comes from her self confidence, a trait she inherited from her powerful and independent grandmother, **Felisa Howard**. Dr. Crusher does not question herself, and this helps her make critical decisions quickly.

Even in command of a starship in the heat of battle, Dr. Crusher makes difficult and courageous decisions without hesitation. **Captain Picard** appoints her acting captain when he joins the away team on an important mission against the **Borg** on **Stardate 46982**. With a skeletal and inexperienced crew, she must beam up as many people as possible and withstand attacks from the heavily armed Borg ship. She appears to have nerves of steel as she pushes the crew and the *Enterprise* to their limits.

Crusher finds that this maneuver, where she raised shields and broke orbit at the last possible second, has still left 47 people on the planet overrun by the Borg. She sidesteps Picard's orders and returns to battle; the Borg ship is eventually destroyed. In the heat of a violent attack, Dr. Crusher is calm, reasoned, and decisive, a great leader.

Detective work

As chief medical officer Dr. Crusher often works as a detective, hunting down the causes of mysterious diseases and syndromes with few clues. She uses these same sleuthing tactics – investigation, deduction, the process of elimination – to escape danger and difficulties in other contexts.

When a **Ferengi** scientist commits suicide after his experiment on **metaphasic sun shields** appears to fail, Dr. Crusher suspects he was murdered out of professional jealousy and resolves to solve the case. She feels responsible because she championed his work and brought

Profile of a Chief Medical Officer

NAME: Beverly Crusher

STATUS: Chief medical mfficer aboard the ***U.S.S. Enterprise NCC-1701-E.***

PREVIOUS POSTING: Chief medical officer aboard the ***U.S.S. Enterprise NCC-1701-D***, 2364 to 2365 and 2366 to 2371; Head of Starfleet Medical, 2365 to 2366.

REMARKS: Crusher is an excellent medical officer who does not buckle under pressure.

FIRST SEEN: 'Encounter at Farpoint' [TNG]

Dr. Beverly Crusher has overcome many hardships in her life, including the death of her husband, but in any situation she is capable of keeping a clear head and of coming up with a solution to almost every problem. This makes her an excellent chief medical officer.

IMPROVISING

★ Proving a theory

When Crusher's career is on the line, she helps to prove that Dr. Reyga's metaphasic shielding theories work.

★ Kidnapped

When Dr. Crusher is kidnapped by Ansata terrorists on Rutia IV, she readily treats members of the group who are suffering debilitating side effects from their transporters.

★ Off the ship

Beverly is often part of away team missions that take her into dangerous environments. Her courage ensures she still performs at her best.

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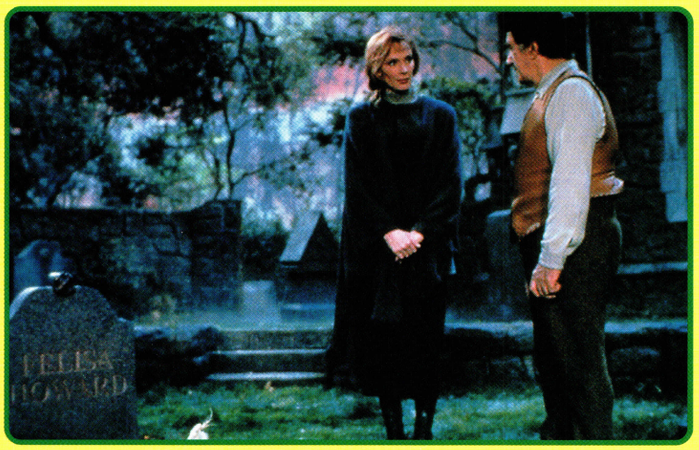
PERSONNEL FILES

FILE 43 CARD 31D

Dr. Crusher Under Pressure



> "I like to put in a little bridge time now and then, stay on top of operations, tactical procedures."
>
> – Dr. Crusher to Counselor Troi

★ Healing background

Beverly had an early grounding in medicine from her grandmother, a healer at the Caldos Colony.

Klingon, **Vulcan**, human, and **Tarakan** scientists together to witness it. She has a strong instinct that the Ferengi scientist did not take his own life, and puts her career on the line based on this intuition.

The daring side of Dr. Crusher emerges when a great deal is at stake. She risks her own life, venturing to test the metaphasic shields herself, and comes face to face with the real murderer, the Tarakan scientist **Jo'Bril**, who intends to kill her. In an intense physical battle that tests the limits of her strength, Dr. Crusher is able to kill him and return safely to the *Enterprise*.

Frequently, Dr. Crusher solves mysteries by having the correct hypothesis before anyone else. Her intuition tells her that there is something she doesn't like about two merchants who come aboard the *Enterprise* from the planet **Brekka**, who are selling medicine to their neighbors on **Ornara** to combat a plague. As she investigates the Ornarans' medical dilemma, seeing all the symptoms of an infection but no cause, she deduces that the 'medicine' is actually a narcotic, and that the Brekkians are purposely keeping the Ornarans addicted and uninformed to maintain a constant demand for their only export.

Whether she is ill, mentally impaired, or experiencing a shifting reality, Dr. Crusher will use all her available strength to access her rational thought process. She has an unwavering faith in it. When the *Enterprise* crew all contract a dangerous variant of the **Psi 2000 virus** that was fatal to the entire crew of science vessel ***S.S. Tsiolkovsky***, Dr. Crusher manages to develop a successful remedy despite her own intoxication. She keeps her wits, fights off strong feelings of sexual attraction for Captain Picard, and focuses on working through formulas with trial and error until she isolates the correct one.

Keeping cool

Dr. Crusher is rational enough to direct her own medical treatment even after being gravely injured in a fall and losing a lot of blood. On the planet **Minos** in the **Lorenze Cluster**, she and Captain Picard are separated from the away team, at the mercy of weapons systems so powerful that they destroyed its creators. Crusher and Picard fall into a deep sinkhole in the earth and Beverly is badly hurt.

Though nearly unconscious, she is still extremely resourceful, and avails herself of nearby materials. As usual, she is able to think in a fresh way to extricate herself from danger. She tells Picard that she needs a clotting agent to stop the loss of blood, correctly diagnosing that she is heading into shock. Drawing on all her medical knowledge and the natural healing techniques of her grandmother, she directs Picard to an organic substance in the underground cave where they are trapped. She guides him through investigating the properties of this natural root – tasting it, checking its pigment – and tells him how to turn it into a paste that will stop her bleeding.

Trusting her instincts

A remarkably strong belief in herself and her sense of reality also guide Dr. Crusher. Under circumstances that would send almost anyone into a panic, she remains calm when she is accidentally caught in a static warp bubble that distorts her reality so that all members of the crew begin to disappear, and all evidence indicates that they never existed at all. Instead of having an emotional reaction to the frightening, isolating experience of being told she is crazy, Dr. Crusher applies the same diagnostic methods to these circumstances that she would as a doctor with a patient.

Insisting that there is no delusion occurring, but an objective, measurable phenomenon, Crusher shows her faith in science. She remains absolutely convinced that she is sane and, by keeping her wits in this way, she determines what has happened and returns to Engineering to reverse it. Once again, her strong sense of reason has led to a successful outcome.

★ In command

Beverly Crusher likes to spend extra time on the bridge whenever she can.

DOCTOR'S DETERMINATION

★ Alone

Due to an experiment by her son, Dr. Crusher finds herself trapped and alone in a subspace bubble aboard the U.S.S. ENTERPRISE. She is rescued by the Traveler.

★ Friend in need

Dr. Crusher is temporarily relieved of duty when she performs an unauthorized autopsy on the Ferengi Dr. Reyga. Guinan offers her some encouraging words of advice.

★ On the bridge

When Captain Picard takes part in an away team mission, Beverly is given the bridge. She holds the rank of commander, making her one of the three highest-ranking officers aboard.

Seven of Nine

After almost 20 years as a Borg drone, Seven of Nine is separated from the Borg collective and forced to rediscover the humanity she lost as a child.

OTHER CARDS IN THIS FILE...
APPENDIX 4 KES
APPENDIX 5 NEELIX
SEE OTHER FILES...
THE BORG.....File 15
BORG PERSONNEL.....File 52

The former **Borg** drone known as **Seven of Nine** was born as a human female called **Annika Hansen** at the **Tendara Colony** in 2348. Few records in the ***U.S.S. Voyager NCC-74656***'s databanks make any reference to the child, but there is a substantial amount of information on her parents.

Annika's parents were unconventional scientists who left **Federation** space to perform experiments in pursuit of some unique theories. The last record the Federation has of the Hansen family places them and their ship, the ***Raven NAR 32450***, at a remote outpost in the **Omega system**. They refused to file a flight plan, and simply aimed their small vessel toward the **Delta Quadrant**.

By some unknown method, the *Raven* traveled approximately 50,000 light years away from Federation space in a relatively short period of time. Seven has very few memories of her early life, but she does remember that she lived on the *Raven* with her parents and that she celebrated her sixth birthday on the bridge. Shortly after this, the *Raven* encountered a Borg vessel. Seven's father attempted to fight, but it was a hopeless battle and the *Raven* was forced to crashland on a **Class-M** moon.

Seven's parents appear to have been killed, though it is possible that they were assimilated. The *Raven* too was partially assimilated, and its ruined hulk was altered to transmit a Borg resonance signal.

Lost humanity

The young Annika was assimilated and raised as a Borg. Her full Borg designation is **Seven of Nine, Tertiary Adjunct of Unimatrix Zero One**. As a Borg, Seven lost touch with her human side and never developed many of the characteristics that are typical of humans. She has no experience of socializing as part of an adult group, or of sexual instincts. In fact, it is irrelevant to talk about Seven as an individual while she is part of the **Borg collective** – any individual characteristics she once possessed are suppressed. Like all Borg,

Profile of a Borg Drone

GIVEN NAME: Annika Hansen

BORG DESIGNATION: Seven of Nine, Tertiary Adjunct of Unimatrix Zero One.

DATE OF BIRTH: 2348

PLACE OF BIRTH: Tendara Colony

SPECIES: Human female, assimilated by the Borg.

REMARKS: Although her link to the collective has been severed, Seven still has various Borg implants and nanoprobes in her system.

FIRST SEEN: 'Scorpion', Part 2 [VOY]

When Seven of Nine becomes separated from the Borg collective, her human immune system starts to reject her Borg implants and she begins to return to 'normal'.

ANNIKA ASSIMILATED

★ Attacked

The Hansens tried to fight the Borg, but they never stood a chance. Their ship was boarded and all three of them were killed or assimilated.

★ Childhood

Seven can barely remember being human; she was little more than six years old when she was assimilated.

★ Ruined ship

The Hansens' ship, the RAVEN, was also partially assimilated by the Borg. It is still transmitting a Borg resonance signal in 2374 when it is destroyed.

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Seven of Nine

★ **Borg liaison**
When Janeway insists on dealing with a single Borg, Seven is sent to the U.S.S. VOYAGER.

she sees herself as part of a greater whole.

When the Borg are forced to cooperate with the crew of the *U.S.S. Voyager* to defeat **Species 8472**, **Captain Janeway** requests that a single drone acts as a representative of the collective, in the same way that **Locutus** did during the Borg invasion of Federation space in 2366-7. The collective selects Seven of Nine for this role, presumably because of her human origins. During the conflict with Species 8472, the *Voyager* crew are forced to disable the neurotransceiver in Seven's upper spinal column, severing her

★ **Federation records**
The U.S.S. VOYAGER crew find only partial records on Annika Hansen; all they contain are references to her birth and the last time she was seen. Records on her parents are more extensive.

link to the collective. Seven goes into shock and her human immune system starts to reassert itself, rejecting her Borg implants.

When she regains consciousness, Seven's first instinct is to return to the Borg. When Janeway refuses to return to Borg space, Seven asks her to put her off at the nearest habitable planet with a **subspace** transmitter so that she can contact the Borg alone. However, Janeway refuses to consider this option – with her human and Borg elements in constant conflict, Seven is in physical danger. The crew of *Voyager* anesthetize Seven and the **Doctor** begins to remove her Borg components, allowing her awaking human metabolism to take over her body's functions.

Human again

Although there are some complications, Seven survives the process. The Doctor replaces many of her Borg components, making her far more human than she has been for nearly 20 years. He even replaces her Borg eyepiece with a prosthetic human eye.

> "You are an individual. You are small. You cannot understand what it is to be Borg."
>
> — Seven of Nine to Captain Janeway

At the end of the process, Seven is not exactly human; the Doctor removes 82 percent of her Borg hardware, but the remaining bioimplants and nanoprobes are still an essential part of her body. Seven is far more powerful than most humans – she is slightly stronger even than the **Vulcan Tuvok** – and the effects of the nanoprobes in her bloodstream are unclear; they certainly have medical applications. Importantly, Seven still has vast amounts of knowledge that she learned while she was a part of the collective.

Emotional torment

Seven has considerable emotional and philosophical problems in adjusting to her new situation. Even after she leaves the collective, she does not resent her treatment by the Borg; in fact, she misses her life with them. She regards her 'upbringing' as natural, and can barely remember anything about her early life. At first, she is convinced that her 'Borg nature' will ultimately triumph over any human impulses she may feel.

Initially, Seven finds life as an individual almost unsupportable. She is used to hearing thousands of voices in her head, and when she is isolated she is deeply distressed and clearly frightened. Unlike other Borg who have left the collective, Seven has no significant memories of life as an individual, and as a result she cannot imagine what her new life will be like. Even when she learns that her given name is Annika, she decides she wishes to be known as Seven.

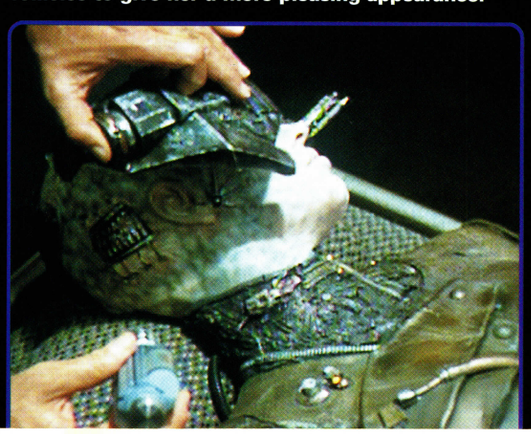
However, Seven is used to cooperation and to doing as she is told. Eventually, she decides to integrate herself with *Voyager*'s crew. In many ways, she is still the six year old child she was when she was assimilated. She has hardly any experience of life outside the collective; she has not swallowed food for nearly 20 years; she still prefers not to sit; she has never made love. As she makes a new life on *Voyager*, she is essentially discovering for the first time what it means to be human.

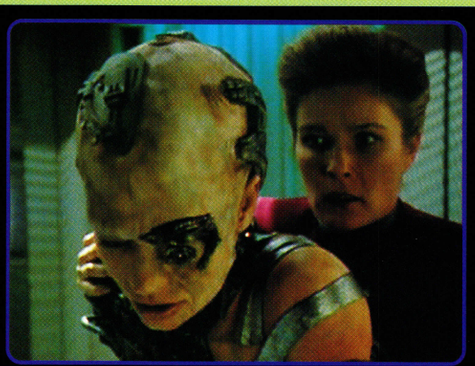
★ **Trapped**
At first, Seven deeply resents her treatment on VOYAGER and tries to return to the Borg.

HUMAN AGAIN

A Borg transformed

The *U.S.S. Voyager*'s Doctor removes most of Seven's Borg implants, using dermaplastic grafts to help her skin regenerate and stimulating her hair follicles to give her a more pleasing appearance.





★ **Surgery**
The Doctor is forced to remove many of Seven's Borg components to save her life.

★ **Suffering**
Captain Janeway wants Seven to adjust to life as an individual and rediscover her humanity.

★ **Human appearance**
The Doctor is able to restore Seven's human appearance, but she is still partially Borg.

SEE OTHER FILES...
Other Groups and Races...File 18
U.S.S. Enterprise NCC-1701 .....File 20
STAR TREK: The Original Series.....File 68

Gorgan

To the young members of the Starnes Expedition, Gorgan is a friendly angel who wants to make the universe safe for them to play in. But in reality he is a malevolent creature who is intent on controlling the universe and destroying anyone who opposes him.

Legend tells of a time when the system of **Epsilon Indi** was plagued by a hostile race who were intent on either conquering or killing the many inhabitants of this region of space. Apparently, this aggressive race originated on the planet **Triacus**. After many centuries of war, these marauders were finally eliminated by their enemies. The legend comes with an ominous warning: the evil still lives, and waits for the day when a catalyst is able to carry its hostile mission across the Galaxy once more.

This tale is more than mere legend – one member of this evil race, **Gorgan**, has taken refuge in a cave on Triacus where he waits for the help he needs to resume his quest for domination.

Gorgan is a formless entity whose existence does not register as any known life form on a **tricorder**, but merely as some sort of disturbance. He has powerful psychic abilities that allow him to generate convincing illusions and to influence the minds of others. He appears to exist on a different plane of existence; he can enter the normal universe, but when he does so he appears to be transparent and to possess no real physical substance.

Evil presence

Even if human beings cannot see Gorgan, they can sometimes sense his presence. They may be aware of an unusual sensation when they are close to him, and experience feelings of extreme anxiety bordering on intense fear.

Gorgan draws his power from the belief and obedience of loyal followers. He appears to need to use these followers to act as a medium for his powers; without their belief and support, he is almost powerless, otherwise he would have left his cave on Triacus long ago.

By using his followers as mediums Gorgan can give them the power to interfere with machinery, to project

PROFILE ON AN 'ANGEL'

NAME: Gorgan

LIFE FORM: Unknown

AGE: Unknown, but Gorgan may be centuries old.

ABILITIES: Gorgan has psychic abilities that allow him to create illusions and to confront his enemies with their greatest fears.

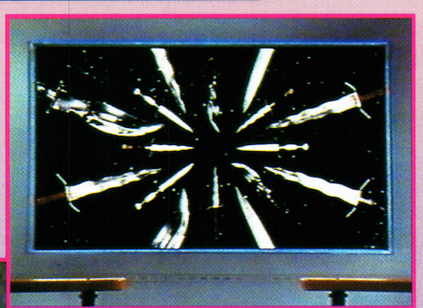
FIRST SEEN: 'And The Children Shall Lead' [TOS]

Gorgan is a noncorporeal entity who is determined to take over the entire universe. He needs the support of others to manifest many of his abilities, and finds that children are the easiest followers to recruit.

THE POWER OF ILLUSION

★ Deceived

Gorgan uses the children to generate illusions that either deceive the crew of the U.S.S. ENTERPRISE or force them to confront their deepest fears. Helmsman Sulu is afraid that he will pilot the ship into danger.



★ Hold broken

Under Gorgan's influence, the ENTERPRISE crew will not look away from the image of the thing they fear. It is only when Gorgan finally vanishes that they return to normal and realize what has been happening.

★ Fist of power

When the children want to use the power given to them by Gorgan, they make a fist with their right hands. They then move their forearms up and down as if striking the air. This allows them to influence the minds of those nearby.

★ Paralyzed

The children draw an image of old age and death from Uhura's mind. When the crew are confronted with their fears, they enter a form of trance and become convinced that any attempt to interfere with their instruments will result in disaster.

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Gorgan

Lost supporters

Gorgan seems to need the support of his followers to maintain any kind of physical presence in our universe. When Kirk persuades the children to turn against their 'friendly angel', he vanishes.

Confronted

Kirk uses an audio recording of the children's chant to summon Gorgan. He tells the malevolent entity that his beast is gone and Gorgan has no hold over him.

illusions, and to influence the minds of others. Although Gorgan seems to be the source of the power to generate illusions, his followers actually wield the power, and he has to persuade them to use it.

Weakened state

Without supporters, Gorgan lives in a weakened state and is only able to overcome extremely susceptible minds. However, even in this state Gorgan has enough power to influence the minds of adult humans. He can tap into someone's greatest fear, or their "beast" as he calls it, and use it to send him or her into an hypnotic state.

Gorgan's presence on Triacus is not detected by **Starfleet**, which believes the planet to be uninhabited when it sends the **Starnes Expedition** on a mission there.

When the Starnes party arrives, Gorgan's presence makes the adults feel deeply uncomfortable. When they realize that an alien presence is influencing their minds, Gorgan uses his abilities to force them to commit suicide. The children do not seem to be able to sense Gorgan's evil, and he persuades them to support him by promising them the freedom to play whenever they want, to eat and sleep, and do whatever they choose. He also appears to be able to suppress the children's memories of their parents' deaths.

With the children providing him with power, Gorgan plans to gather more followers and eventually take over the entire universe. Gorgan appears to be psychopathically evil. He regards any form of gentleness as weakness, and is determined to destroy anyone that stands in his way.

Devoted supporters

Gorgan presents himself to the children as a friendly, ethereal angel. Multicolored lights seem to shimmer around him as he hovers in the air. He has white-gray hair, and a plump, jolly looking figure. He wears a flowing robe and speaks with a gentle, yet authoritative voice that commands unswerving obedience from his followers.

Gorgan convinces the children that all he wants to do is make the whole universe safe for them to play in unrestrained, and bothered by no one. Even the small group of children are able to generate enough power to control many people.

In their innocence, the children eagerly gather together to do his bidding. They can summon Gorgan by chanting: "Hi, hi, fire and snow/Call the angel/ We will go/Far away, for to see/Friendly angel, come to me."

Leaving Triacus

On **Stardate 5041.1 Captain Kirk** and the crew of the ***U.S.S. Enterprise NCC-1701*** arrive on Triacus. They find the dead bodies of the adults in the Starnes Expedition and the children playing among their corpses.

Kirk takes the children aboard the *Enterprise* and plans to take them to ***Starbase IV*** once he has learned the truth about what happened on Triacus. While **Spock** and Kirk investigate this tragedy, the children bring Gorgan with them onto to the ship.

Gorgan tells his followers to take the *Enterprise* to **Marcos XII**, a heavily populated **Federation** world where he plans to gather more followers. The children use Gorgan's power to manipulate almost the entire crew. Only Kirk and Spock are able to overcome their fears and confront Gorgan.

When Gorgan is exposed and his own fear of the truth is revealed, the children begin to doubt him. When Kirk forces them to watch the visual recording of their happy times with their parents on Triacus, followed by the adults' deaths, the children begin to see Gorgan as he really is. He no longer appears as a friendly angel, but rather as an ugly, evil, malevolent monster. When the children are instructed not to fear Gorgan but to see him truthfully, he slowly disintegrates into nothingness.

> "I command here. My followers are strong and faithful and obedient; that is why we take what is ours wherever we go."
>
> — Gorgan to Captain Kirk

Friendly angel

Gorgan presents a very kind and pleasant appearance to his followers. He convinces them that he only wants to make the universe safe for them to play in, but his true motives are much more destructive.

USING CHILDREN

Seduced by Gorgan

The younger members of the Starnes Expedition party are not able to sense Gorgan's evil presence in the way that adults can. After their parents' deaths, Gorgan seems to be able to suppress the children's feelings of grief, and convinces them that he is a 'friendly angel'. Dr. McCoy originally attributes the children's unusual mental state to post traumatic stress, but Spock soon realizes that there are more sinister forces at work.

Healthy tears

When Kirk forces the children to confront what happened to their parents on Triacus, they realize that Gorgan is not the friend they thought he was. When they begin to cry, Gorgan's power over them and the crew is finally broken.

The chant

The children from the Starnes Expedition summon Gorgan by forming a circle and putting their hands together. They then spin around slowly and recite a chant. A few seconds later, Gorgan appears.

The Elaysian Exoskeleton

In order to function in standard Class-M gravity, Elaysians such as Melora Pazlar are forced to rely on an exoskeleton that gives them a limited amount of movement.

The exoskeleton allows Elaysians to function in 'normal' gravity. However, it is not effective enough to make walking easy or comfortable.

Not all the members of the **Federation** are from **Class-M** planets; some are from worlds where the gravity is much higher or, as in the case of the **Elaysian** homeworld, lower than Earth standard. Humanoid species from low gravity worlds have particular difficulty functioning in 'normal' gravity environments.

Despite the low gravity on their homeworld, Elaysians' size and weight seem to approximate humanoid norms, and they need no assistance breathing, pumping blood, or performing other bodily functions. However, in the gravity levels that are maintained on Federation facilities, they cannot walk or move normally without assistance. Few Elaysians have ever left their homeworld, and those that have done so attempt to compensate for these difficulties by using various technological devices, including an exoskeleton that offers assistance to their own muscles.

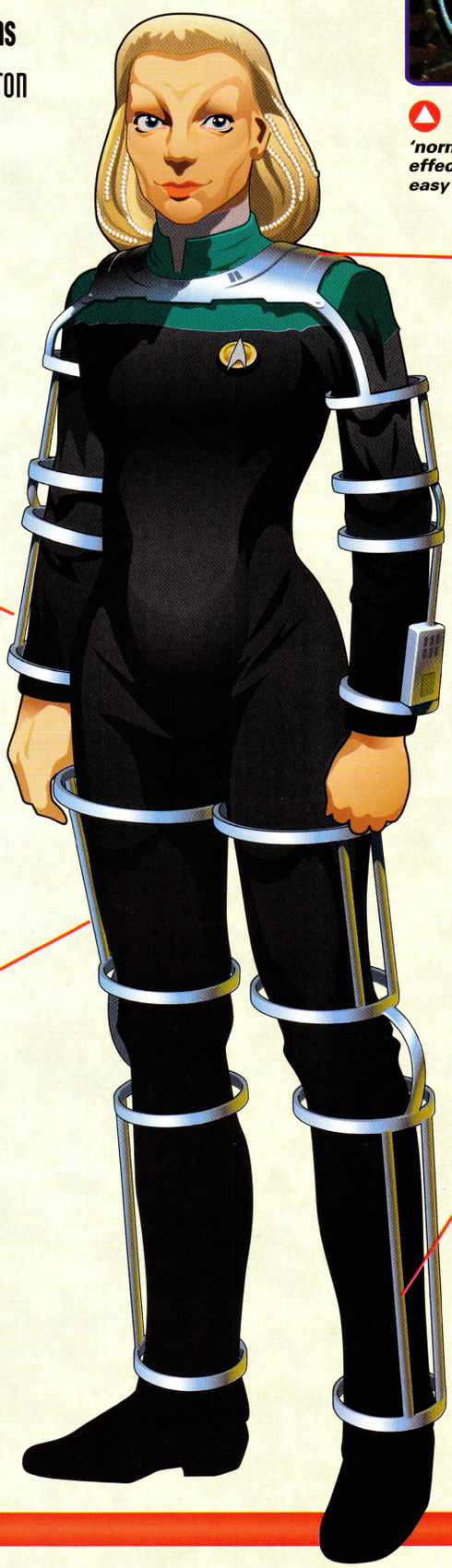
Ensign Melora Pazlar is the first Elaysian to join **Starfleet**. She normally uses an antigravity unit that is built into a chair, but this does not work on ***Deep Space Nine*** because the **Cardassian** construction of the station is not compatible with it.

Mechanical aid

This means that she is forced to use an exoskeleton, which supports her arms and legs. Although the exoskeleton allows her to use her limbs, she cannot move with the same amount of freedom as other humanoids; even standing is difficult, and walking requires considerable effort. The exoskeleton is used in conjunction with a wheelchair, which allows Ensign Pazlar to move around with certain limitations. She uses a stout cane when she walks. It is made of **garlanic wood**, and was

1 Construction

The exoskeleton is constructed of a lightweight, flexible material. It contains several servo controls.



A yoke around the exoskeleton's neck is connected to a series of rings that surround the arms.

The top part of the exoskeleton forms one unit.

2 Controllable

The exoskeleton is controlled by a panel on the left forearm.

Each leg is supported by an independent leg unit. Without the exoskeleton, an Elaysian cannot even lift his or her feet.

The exoskeleton covers the leg as far as the ankle.

3 Limitations

The exoskeleton only allows for limited mobility. It is extremely difficult for an Elaysian to walk while wearing it, and even routine tasks are difficult.

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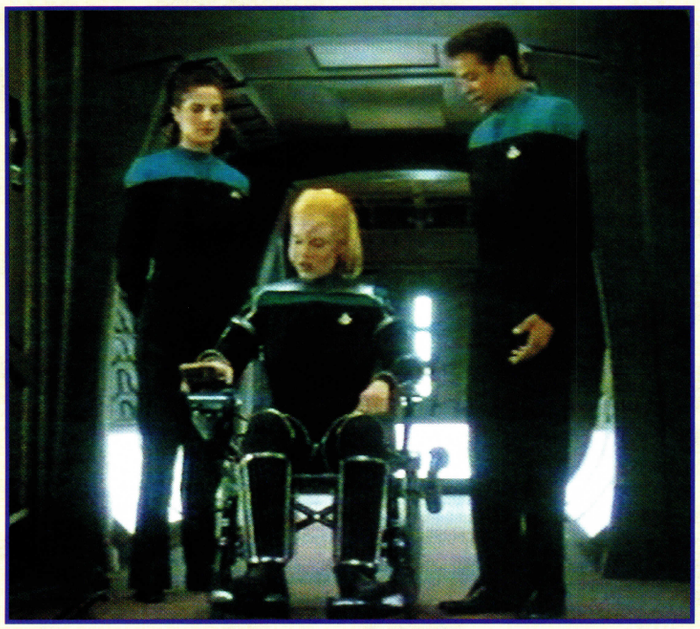
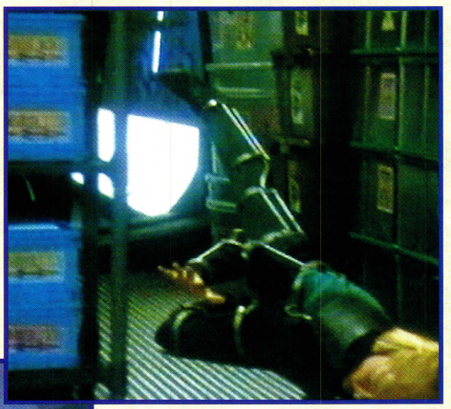
The Elaysian Exoskeleton



Elaysians such as Melora Pazlar usually need to use some kind of chair to move around Starfleet facilities. These are normally equipped with antigravity units.

If the wearer falls, the servocontrols can go into a feedback loop, causing the exoskeleton to spasm. The wearer needs to access the controls to reset the exoskeleton.



With the gravity set to Elaysian norms, an Elaysian can leave his or her chair and float around the room. This is how they move around on their own planet.

In the privacy of her quarters, Melora Pazlar shows Dr. Bashir what it is like to live in a low gravity environment.

Dr. Julian Bashir in 2370, using techniques inspired by the work of **Nathaniel Teros** 30 years earlier. Under the influence of these treatments, Elaysians using an exoskeleton can walk normally. However, an Elaysian cannot switch back and forth between their muscularly enhanced state and normality without losing some fine motor control.

given to her by her family.

The exoskeleton consists of a series of servocontrols fited in a combination collar and yoke around the shoulders, and a set of rings around the limbs. Around the neck of the collar is a pattern of darker rectangles – two on the left front, two on the right front, and one in the middle.

There are rings around the upper arms, at the elbows, and at the wrists. More rings are around the ankles, just below the knees, and at the upper thighs. The yoke is connected to rings around the arms which are linked to one another by thin rods. The exoskeleton is constructed of a flexible metallic material; the yoke, rings, and straps all seem to be made of a single continuous piece. The exoskeleton makes a faint noise when it is used.

Without the exoskeleton, Elaysians cannot even lift their legs. Pazlar only removes the exoskeleton in the privacy of her own quarters where the atmospheric gravity is set to Elaysian standards. In what they consider to be normal levels of gravity, Elaysians can float above the ground and take large leaps.

Pazlar wears the exoskeleton outside her Starfleet uniform, suggesting that she takes it off every evening before going to bed and puts it on again in the morning after she puts on a clean uniform.

In control

The exoskeleton is controlled by a small rectangular box at the wearer's left wrist. The control box turns the exoskeleton on and off and can be used to adjust the exoskeleton's power, which may be necessary if the wearer falls.

Ensign Pazlar has found from bitter experience that if she is involved in a bad fall that jars or crushes her control box, she may not be able to get up. Instead, the exoskeleton may go into a feedback loop, causing her to spasm again and again "like a broken toy." A **phaser** blast can cause the exoskeleton to overload.

The exoskeleton's effectiveness can be increased by neuromuscular treatments that stimulate Elaysians' motor functions. The treatments are developed by

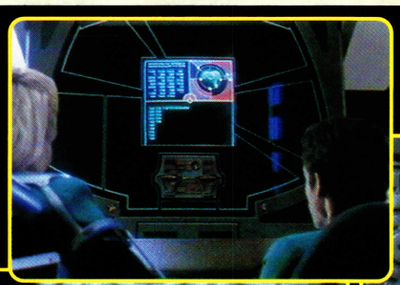
Redundant technology?

Extended treatments would make it possible for an Elaysian to stop using the exoskeleton and live normally in standard Federation gravity. Ensign Pazlar is the first Elaysian to undergo these treatments. However, they would preclude a normal life on the Elaysian homeworld, and she decides she is not prepared to give up being a normal Elaysian; she abandons the treatments, even though this means she will have to rely permanently on the exoskeleton.

ESCAPING FROM THE EXOSKELETON

Medical miracle

Dr. Bashir develops a treatment based on Teros's work which could make the Elaysian exoskeleton redundant. The treatment stimulates the motor cortex, increasing acetylcholine absorption and thereby improving muscle strength. Bashir tests the procedure on Melora Pazlar, but she decides not to pursue the treatments.



Dr. Bashir has expanded Nathaniel Teros's work to the point where it has a practical application.

Eventually, Ensign Pazlar decides she is not willing to give up a normal life on her home planet for an easier existence in Starfleet.

Dr. Bashir's treatments allow Melora Pazlar to function without the aid of the exoskeleton.

FILE 68 STAR TREK: The Original Series

'Obsession'

CAPTAINS LOG
STARDATE 3619.2
"With the mysterious death of two crewmen, all personnel on the planet have been evacuated back to the ship."

For the last 11 years, **James Kirk** has been convinced that his actions caused the death of **Captain Garrovick** and half the crew of Kirk's old ship, the ***U.S.S. Farragut***. When Kirk thinks he has found the creature that attacked the ***Farragut***, he is determined to destroy it once and for all.

A landing party from the ***U.S.S. Enterprise NCC-1701*** discover rich deposits of **tritatium** on a planet. On the surface, **Kirk** notices a familiar smell, a sweet honeylike odor. He sends the three security guards to search for **dikironium**, and tells them that if they see a gaseous cloud they are to fire at once. The security team picks up a dikironium reading, but it disappears and a cloud attacks them. When Kirk and **Spock** find them, two of the guards are dead; only **Rizzo** has survived.

The landing party return to the *Enterprise* and Kirk delays the ship's rendezvous with the ***U.S.S. Yorktown***, which they are supposed to meet to pick up a perishable vaccine. Despite the seriousness of their mission, Kirk refuses to leave orbit until he has investigated the deaths. **McCoy** is puzzled by the way the security officers died, but Kirk tells him to look up the medical records from the ***U.S.S. Farragut***, which suffered similar casualties 11 years earlier. Rizzo regains consciousness and tells Kirk he remembers a strange sweet smell.

Kirk's nightmare

The captain heads to the bridge and tells Spock to look for an intelligent gaseous creature that can hide itself; Spock suggests that it could only do so if it could change its molecular structure. Security officer **Garrovick**, who is the son of the dead captain of the *Farragut*, reports to Kirk on the bridge, and is there when **Uhura** reports that Rizzo has died.

Kirk leads a security party down to the surface, and he and Garrovick find evidence that the cloud creature can change its molecular structure. Garrovick sees the cloud and fires his **phaser** straight into it, but without effect. One security officer dies and the other is left in a critical condition.

Kirk is convinced that this is the same creature that attacked the *Farragut* 11 years earlier, and he is determined to pursue it. Spock and McCoy, however, have serious doubts. They debrief Garrovick, who reports that he paused momentarily before firing at the creature. Kirk is angry, and relieves him of duty and confines him to quarters. McCoy tells him he is being too hard on the young man, but Kirk is resolute.

Spock asks McCoy about Kirk's obsessive

ON SCREEN...

1 *After Kirk notices a familiar smell, he sends three security officers from the U.S.S. ENTERPRISE to look for a gaseous creature and also for dikironium readings.*

2 *The creature Kirk is looking for attacks the security officers, killing two of them and leaving the third, Rizzo, in a critical condition.*

3 *Before Rizzo dies, he tells Kirk he could tell that the cloud creature was malevolent. Kirk is convinced the same creature attacked the U.S.S. FARRAGUT.*

4 *Kirk served under Ensign Garrovick's father, who was the captain of the FARRAGUT. Kirk wants to give the young man a chance to avenge his father's death.*

5 *Garrovick encounters the creature on the planet's surface. When he returns to the ENTERPRISE, he admits he paused briefly before firing at it.*

6 *Spock and McCoy visit Kirk in his quarters. They tell him they are concerned about his actions, and think that he may be driven by feelings of guilt.*

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'Obsession'

behavior. He tells him that nearly half the crew of the *Farragut*, including **Captain Garrovick**, the *Enterprise* officer's father, were killed. An inexperienced Lt. Kirk was one of the survivors.

McCoy tells Kirk he shouldn't blame himself for what happened on the *Farragut*, but Kirk still feels responsible – he hesitated before firing at the creature, and is sure that if he had acted quickly he could have destroyed it. McCoy tells Kirk that he is obsessed, and this is forcing him to consider Kirk's fitness for command. He calls Spock in, and the two officers demand an explanation of their captain's actions.

Kirk tells them that the creature is intelligent and that it poses a threat to the **Federation**, and McCoy agrees not to take action yet. Chekov reports that he can detect the creature heading into space.

The *Enterprise* follows the creature, which exists in a state between matter and energy. With the engines under strain, Kirk is forced to reduce the *Enterprise*'s speed to warp 6.

The cloud drops to warp 2 and Kirk prepares for a fight. Garrovick hears the call to battle stations and heads to the bridge, and watches as the *Enterprise* fires phasers and **photon torpedoes** at the cloud. Both weapons are completely useless, and Spock reports that their deflectors will be equally ineffective. The cloud enters the *Enterprise* through an open impulse vent.

Deadly intruder

The creature enters the ventilation system, leaving the crew with two hours' air supply. Spock is now convinced that the entity is both intelligent and malevolent. Kirk tells Scotty to flood the ventilation system with radioactive waste.

Spock tells Kirk that since the creature can throw itself out of normal space-time, he cannot blame himself for not having fired at the creature 11 years earlier. He then visits Garrovick and tells him the same thing. As they talk, the creature enters through the air vent; Spock sends Garrovick out of the room, and tries to close the vent.

Garrovick warns Kirk, who orders Scotty to reverse the pressure in the room, pulling the creature back into the ventilation system. Spock is unharmed, and Kirk tells Garrovick to return to duty. The creature has left the *Enterprise* and is heading away at great speed. Kirk is convinced that the creature is heading home to **Tycho IV**, where it attacked the *Farragut*.

Kirk plans to destroy the creature with antimatter, but it is realized that the resulting explosion will destroy half the planet's atmosphere, seriously endangering the *Enterprise* and possibly disabling the transporters. Instead, Kirk and Garrovick beam down to Tycho IV with some hemoplasm to attract the creature.

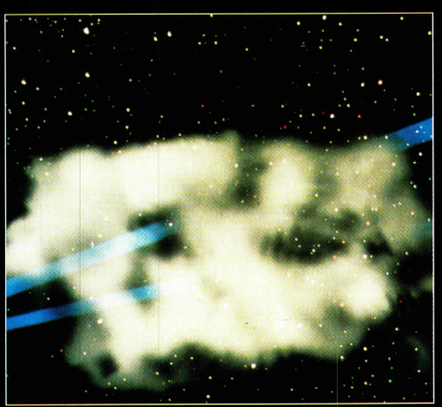
The cloud consumes the hemoplasm before they can use it, and Kirk decides to take its place as the bait. Garrovick tries to overpower him, but Kirk stops him and the two men stand over the antimatter, luring the creature into position. At the last moment they beam away and give the order to detonate the antimatter. The explosion interferes with the transport and the *Enterprise* is rocked by the shockwave, but between them Spock and Scotty manage to beam the two men back. As the *Enterprise* finally heads for its meeting with the *Yorktown*, Kirk promises to tell Garrovick a few stories about his father.

STARSHIP FACTS

The *U.S.S. Farragut* was James Kirk's first assignment after he left Starfleet Academy. Captain Garrovick thought he was a promising officer.

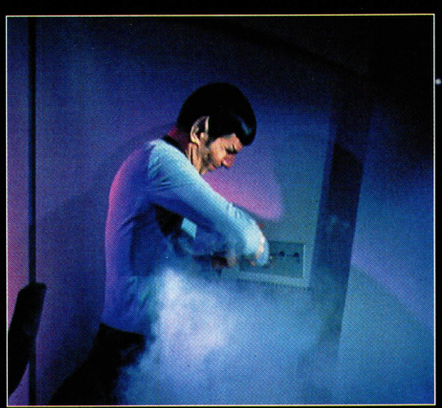
ON SCREEN...

***7** The cloud creature leaves the planet and heads into space at warp speed. Kirk is convinced that it poses a serious threat to the Federation, and follows it.*



***8** The U.S.S. ENTERPRISE fires on the cloud, but the phaser blast passes harmlessly through the creature, which exists outside normal space-time.*

***9** aSpock visits Garrovick and tells him that he cannot blame himself for waiting before firing at the creature; there is nothing he could have done.*



***10** The creature enters Garrovick's quarters through an open air vent. Spock stays inside to close the vent and save the ship.*

***11** Kirk and Garrovick attempt to destroy the entity using an antimatter bomb, using hemoplasm, and then themselves, to lure it into their trap.*

***12** The two officers beam to safety at the last moment. The antimatter bomb destroys the creature, ending years of guilt for Captain Kirk.*

FILE 71 STAR TREK: VOYAGER

'The Q and the Grey'

Q pays a visit to the *U.S.S. Voyager NCC-74656*, and this time he has a personal request for Captain Janeway – he wants her to be the mother of his child. He claims he is lonely, but there is far more to his request than meets the eye.

'THE Q AND THE GREY'

"You think I'm interested in some tawdry one night stand; that's because I haven't told you why I'm here yet. Out of all the females, of all the species, in all the Galaxies, I have chosen you to be the mother of my child."

– Q to Captain Janeway

After the crew of the ***U.S.S. Voyager NCC-74656*** watch a supernova, **Captain Janeway** is exhausted and **Chakotay** persuades her to go to bed. When she arrives in her quarters, she is greeted by **Q**. He has converted her room into a honeymoon suite, and she finds she is dressed in a seductive nightdress. Q takes her in his arms and tells her he wants her to be the mother of his child, but, outraged, Janeway pushes him away. He tells her he could have chosen anyone, but he can't get her out of his mind; he promises her that foreplay with a Q could last decades, and when she turns him down he assumes she's just playing hard to get. Over the following days, Q tries unsuccessfully to persuade her to change her mind.

Hard to get

Puzzled by Janeway's constant rejections, Q visits **Tom** and **Harry** on the **holodeck** and asks them for advice about wooing her. When Tom tells him to give up, Q turns to **Neelix** and asks for his opinion. Neelix tells Q that Janeway likes him because he is sincere.

Janeway finds a small puppy in her ready room. She instantly hands him back to Q, who tells her he is lonely and wants someone to love him for himself. Janeway is unimpressed. As they talk, a female Q appears and asks what Q is doing. She explains that she and Q were involved for about four billion years, and she doesn't want him contaminating the Continuum with human DNA. As they argue, Chakotay calls Janeway to the bridge. Stars all around them are going supernova. Janeway tells Tom to get to safety, but all the activity is interfering with the warp engines. Janeway assumes Q is responsible, and insists that he save the ship. He snaps his fingers and he and Janeway disappear. Seconds later, the female Q also vanishes.

Janeway finds herself in an 18th century house. Q comes in dressed as a Union soldier. He tells her that they are in the **Q Continuum** and that he is presenting it to her in a way she can understand. He opens the shutters, and shows her that the Q are in the middle of a civil war. He explains that after **Quinn** committed suicide, the Q were thrown into chaos; Q has led Quinn's

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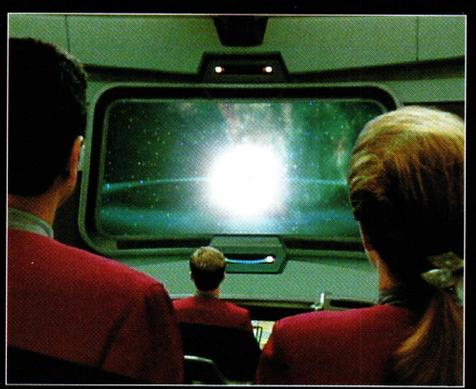
ON SCREEN...



1 *The U.S.S. VOYAGER is only the third Federation starship to witness a supernova. The crew are delighted that they are able to get so close.*

2 *When Captain Janeway goes to her quarters, she finds Q is waiting for her. The almost omnipotent being wants her to become the mother of his child.*

3 *Q tries to show Janeway he can do better than any other suitors she might be considering. If she likes Chakotay's tattoo, Q can have a bigger one.*

4 *Q's approach is getting him nowhere, so he asks Tom and Harry for some advice. They tell him there is nothing he can do that will change the captain's mind.*

5 *A female Q appears and demands to know what Q is doing with "a dog." She and Q were involved, and she doesn't want him to contaminate the Continuum.*

6 *Q takes Janeway to the Continuum, which is in the middle of a civil war. He shows Janeway the battle in terms of the American Civil War.*

'The Q and the Grey'

followers in a search for individuality, and started a war. The battle has spread, and is having catastrophic consequences for the Galaxy; the supernovas are galactic crossfire.

Q wants to transform the Q by mating with Janeway and creating a new breed of Q, which will combine his "omnipotence and infinite intelligence" with the best humanity has to offer. He believes human conscience and compassion can transform the Continuum. Suddenly, the house comes under attack and Q is wounded. To his amazement, he is bleeding.

Voyager has been badly damaged by the shockwaves from the supernovas, but the shields are holding. Chakotay grabs the female Q, who failed to get into the Continuum, and demands to know where Janeway is. She seems to have lost her powers and is forced to give Chakotay and Tuvok a full explanation of what has happened to the Q. Chakotay offers to help, and the female Q admits there might be a way of getting into the Continuum.

Losing battle

Janeway is doing her best to tend to Q's wounds. A voice outside demands Q's surrender; Janeway asks him to call a truce, but Q goes to the window and starts shooting. He is soon knocked to the ground again. Janeway helps him to his feet and leads him out of the house.

Janeway takes Q to his supporters' camp, where she tells him things don't look good for his side. She thinks he is right to have a child, but says he should mate with the female Q. Q is horrified – the Q have never mated with one another. She tells him that if he wants to create a new kind of Q he will have to be a father to it, teaching it the meaning of human values. He had better act quickly before his forces are eliminated. Janeway takes a white flag and heads to the enemy lines to arrange a ceasefire.

Meanwhile, *Voyager* is ready to enter the Q Continuum, which involves flying straight into a supernova.

Janeway meets the general in command of the other Q. He tells her that the time for diplomacy is over, and that he plans to end the war by executing Q. As they talk, some soldiers bring Q in and, the next morning, Q and Janeway are tied to two trees. Janeway tries to persuade the Q to abandon violence, and Q demands that they let Janeway go, but his pleas fall on deaf ears and the soldiers prepare to shoot them.

At the last moment, however, the crew of *Voyager* appear and start shooting at the soldiers with the Q's own weapons. During the battle, Harry and the female Q rescue Q and Janeway, and Tom takes the general prisoner. When the female Q tells him she and Q have a solution, the general reluctantly gives in.

Q and the female Q have worked out how to mate, and they touch fingertips. A few moments later, the *Voyager* crew find themselves back on the bridge, on their original course. A relieved Janeway goes to her ready room, where she finds Q waiting with a baby boy. Q tells her he intends to set a good example for his son, and asks her to be the child's godmother.

STARSHIP FACTS

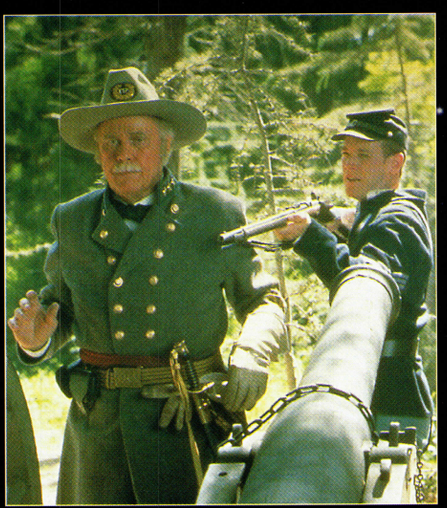
Amanda Rogers is the offspring of two members of the Q Continuum who gave up their powers and lived as humans.

ON SCREEN...

***7** On the U.S.S. VOYAGER, the powerless female Q tells B'Elanna how to make modifications that will allow the ship to enter the Q Continuum.*

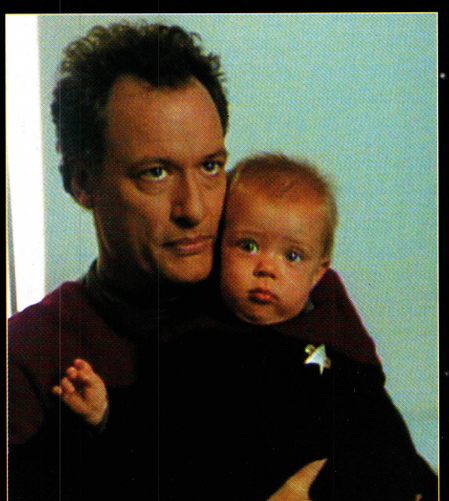
***8** When Q is wounded, Janeway takes him to safety. She tells him she plans to negotiate with the other Q and end the civil war.*

***9** Q and Janeway are both taken prisoner. The other Q are not interested in a ceasefire, and plan to end the war by executing them.*



***10** The VOYAGER crew, who are armed with the Q's own weapons, arrive in time to save Q and Janeway and to overpower the other Q.*

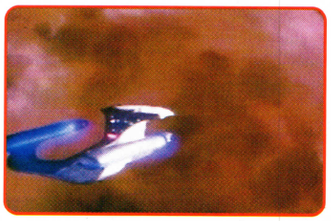
***11** Q and the female Q mate by touching fingertips. This is the first time that any members of the Q Continuum have mated without surrendering their powers.*



***12** With the civil war over, Q visits Janeway aboard VOYAGER. He is clearly a proud father who is devoted to his young, but powerful, son.*

E continued

engineering hull A starship's propulsion complex and other vital systems are located in this section. Also known as the **stardrive section**, on **Federation** ships it is often attached underneath the command section to permit modular separation of the primary hull. ***SEE FILES 20, 21, 22, 23, 24, 25, 26, 28, 29, 31, 68, 69, 71***



The engineering hull of the U.S.S. ENTERPRISE contains the warp engines, nacelles, and secondary shuttlebays. It is completely self sufficient.

engrams Physical alterations of living neural tissue in response to external stimuli. In anthropoid brains, an individual's memories can be monitored via these distinct electrical signatures, and various methods exist to alter or implant memory engrams. Computer command sequences are also referred to as engrams. (*Starship Log:* 'The Ultimate Computer' [TOS]; 'Sons of Mogh' [DS9], 'Ex Post Facto' [VOY]) ***SEE FILES 68, 70, 71***

enhanced terrain scanning Computerized inspection and analysis of a terrestrial surface, often utilized by vessels during terminal approach phase of landing when visibility is impaired. (*Starship Log:* 'Tattoo' [VOY]) ***SEE FILE 71***

Enkidu A wild, brutish character in the Gilgamesh epic, one of Earth's earliest literary works. Enkidu was sent by the gods to challenge the tyrannical king Gilgamesh. The two eventually became friends and shared numerous adventures. (*Starship Log:* 'Darmok' [TNG]) ***SEE FILE 69***

Ennan VI Planet where an excellent fermented brew can be obtained. **Dr. Pulaski** shared some ale from **Ennan VI** with **Commander Riker** in 2365. (*Starship Log:* 'Time Squared' [TNG]) ***SEE FILES 3, 7, 69***

Ennis Ancient tribal enemies of the **Nol-Ennis**. Their home civilization confined both factions on a moon in the **Gamma Quadrant**, where they could continue their perpetual warfare in isolation. (*Starship Log:* 'Battle Lines' [DS9]) ***SEE FILES 18, 70***

Entebe, Captain Commander of the **Starfleet** vessel the ***U.S.S. Ulysses***, which engaged in scientific studies in the **Helaspont Nebula** in 2371. (*Starship Log:* 'The Adversary' [DS9]) ***SEE FILES 19, 31, 70***

Entek Member of the **Obsidian Order** who led the effort to expose **Legate Ghemor**'s ties to the dissident **Cardassian** underground. Although successful, Entek was killed and Ghemor managed to escape. (*Starship Log:* 'Second Skin' [DS9]) ***SEE FILES 13, 70***

There have been many ships called 'Enterprise'; in the 18th and 19th centuries, the American navy gave the name to five sailing ships. The third Enterprise distinguished itself in the War of 1812.

Enterprise (nautical vessel) 18th century sailing frigate. The ***U.S.S. Enterprise NCC-1701-D*** **holodeck** featured a simulation of this ship, used for the nostalgia-infused promotion of **Worf** in 2371, which resulted in several crew members falling – or being pushed – overboard. (*Starship Log:* ***Star Trek Generations***) ***SEE FILES 25, 78***

Enterprise (space shuttle) Earth-built model of reusable orbital vessel, designated OV-101. Completed by NASA in 1976, this 'Enterprise' completed several missions involving zero-gravity experiments, satellite launches, and other procedures before being retired. (*Starship Log:* ***Star Trek: The Motion Picture***) ***SEE FILE 72***

The I.S.S. ENTERPRISE NCC-1701 is the mirror universe's version of Captain Kirk's ship. Like its crew, the vessel is subtly different than its Starfleet counterpart.

Enterprise, I.S.S. ***Constitution***-class **Terran Imperial** warship. A **mirror universe** counterpart to the **Federation** *Enterprise*, bearing the same registry number of ***NCC-1701***. In 2267, a **Kirk**-led landing party was inadvertently transported onto this mirror ship, where they discovered a brutal and repressive **Starfleet** bent on conquering new worlds. (*Starship Log:* 'Mirror, Mirror' [TOS]) ***SEE FILES 41, 68***

Enterprise, S.S. Early spacecraft design, markedly different than the later (and earlier) ***Enterprises***. The ship's flight logs have yet to be fully examined, and indeed its mission plan is not understood at this time. (*Starship Log:* ***Star Trek: The Motion Picture***) ***SEE FILE 72***

engineering hull
engrams
enhanced terrain scanning
Enkidu
Ennan VI
Ennis
Entebe, Captain
Entek
Enterprise (nautical vessel)
Enterprise (space shuttle)
Enterprise, I.S.S.
Enterprise, S. S.
Enterprise NCC-1701, U.S.S.
Enterprise NCC-1701-A, U.S.S.
Enterprise NCC-1701-B, U.S.S.
Enterprise NCC-1701-C, U.S.S.
Enterprise NCC-1701-D, U.S.S.
Enterprise NCC-1701-E, U.S.S.
Enterprise, U.S.S. (aircraft carrier)
entomology
entree #103
entropy
environmental suit
enzymatic imbalance

Entek was a member of the Cardassian Obsidian Order who tricked Legate Ghemor into revealing links with the Cardassian dissident movement.

The Ennis, and their deadly enemies the Nol-Ennis, are constantly restored to health by microbes in the atmosphere of the moon on which they are confined.

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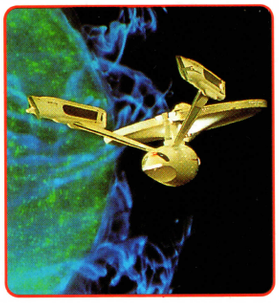
Enterprise NCC-1701, U.S.S.

Federation starship, ***Constitution*** class. Launched in 2245, the *Enterprise* was under the command of **Robert T. April**. He was succeeded in 2250 by **Captain Christopher Pike**, who served in this post until 2263. **Captain** (subsequently **Admiral**) **James T. Kirk** then commanded the ship for a now legendary 21 years, through numerous successful missions and retrofits, until its demise in 2285. The *Enterprise* had been briefly under the command of **Will Decker** during its refit of 2270-1. The ship is considered by many to be the most important exploratory vessel in human history. (*Starship Log:* 'The Cage'; ***Star Trek: The Original Series***; ***Star Trek: The Motion Picture***; ***Star Trek II: The Wrath of Khan***; ***Star Trek III: The Search for Spock***) ***SEE FILES 20, 21, 67, 68, 72, 73, 74***

Enterprise NCC-1701-A, U.S.S.

Federation starship, first launched in 2286, part of the upgraded or refit ***Constitution*** class of vessels. Although demoted to captain, **James Kirk** was also given command of this *Enterprise*, which provided the Federation with seven years of distinguished service. (*Starship Log:* ***Star Trek IV: The Voyage Home***; ***Star Trek V: The Final Frontier***; ***Star Trek VI: The Undiscovered Country***) ***SEE FILES 22, 75, 76, 77***



The U.S.S. ENTERPRISE NCC-1701-A was the first Federation vessel known to have penetrated the Great Barrier at the center of the Galaxy.

Enterprise NCC-1701-B, U.S.S.

Excelsior-class **Federation** starship. While making a ceremonial inaugural flight in 2293, with media and dignitaries aboard, the underequipped ship was pressed into emergency service. It suffered substantial damage during its encounter with the **Nexus** energy ribbon, when guest of honor **Admiral James T. Kirk** disappeared. (*Starship Log:* ***Star Trek Generations***) ***SEE FILES 23, 78***

Enterprise NCC-1701-C, U.S.S.

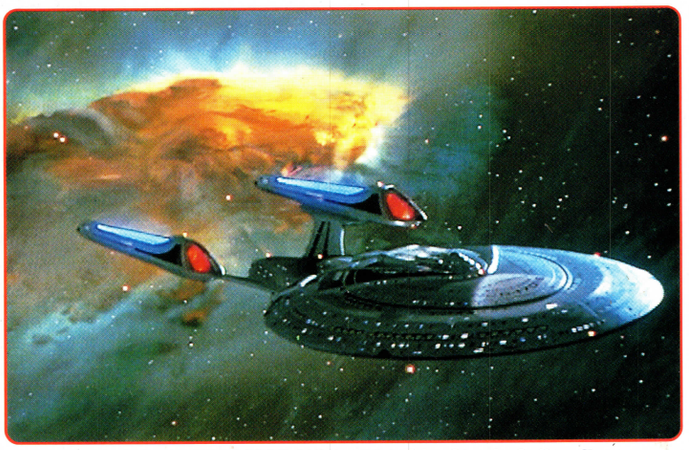
Ambassador-class **Federation** starship, commanded by **Captain Rachel Garrett**. The ship was lost in 2344 while defending a **Klingon** outpost against **Romulan** forces. However, evidence suggests that it slipped through a temporal rift to 2366, where it was instrumental in repairing the Federation-Klingon alliance. The ship eventually returned to 2344, and no further record of it currently exists. (*Starship Log:* 'Yesterday's Enterprise' [TNG]) ***SEE FILES 24, 69***

Enterprise NCC-1701-D, U.S.S.

Galaxy-class **Federation** starship. Under the primary command of **Captain Jean-Luc Picard** from 2363 until 2371, this *Enterprise* proved to be of substantial diplomatic and research value to the Federation and its allies. The ship's crew and passengers were saved from certain death when the saucer section separated prior to the explosion of the secondary hull, and landed on **Veridian III**. (*Starship Log:* 'Encounter at Farpoint' [TNG]; ***Star Trek Generations***) ***SEE FILES 25, 69, 78***

Enterprise NCC-1701-E, U.S.S.

Sovereign-class **Federation** starship. Like the five previous *Enterprises*, this ship marked a major advance in spaceflight technology, with a corresponding leap in size. Launched in 2372 under the command of **Captain Jean-Luc Picard**, it pursued the **Borg** through a temporal rift to 2063, and overcame a limited assimilation, in order to ensure **Zefram Cochrane** completed the first warp flight. (*Starship Log:* ***Star Trek: First Contact***) ***SEE FILES 26, 79***



The U.S.S. ENTERPRISE NCC-1701-E is the sixth Starfleet vessel to bear the name 'Enterprise'. It is commanded by Captain Jean-Luc Picard, who also captained its predecessor.

Enterprise, U.S.S. [aircraft carrier]

20th-century U.S. Naval attack ship, CVN-65, handling some 90 fixed-wing aircraft and a combined crew of roughly 6,000. While returning humpback whales to the 23rd century, **Admiral Kirk**'s crew removed high-energy photons from this nuclear vessel to recrystallize the **dilithium** in their **Klingon** ship. **Pavel Chekov** was briefly detained by the carrier's security forces. (*Starship Log:* ***Star Trek IV: The Voyage Home***) ***SEE FILE 75***

entomology

The study of insect life forms. When **Jake** told **Nog** that **Mardah** was studying entomology, Nog assumed it was because she wanted to be a chef. (*Starship Log:* 'Sanctuary' [DS9]) ***SEE FILE 70***

entree 103

Starfleet replicator meal, consisting of curried chicken, rice, and carrots. **Michael Eddington** observed that it was actually replicated protein molecules and textured carbohydrates. **Sisko** thought it wasn't bad. (*Starship Log:* 'Blaze of Glory' [DS9]) ***SEE FILE 70***

entropy

Hypothetical propensity of all energy and matter in any system to evolve toward a state of inert uniformity or disorder; also, the inevitable and steady deterioration of a universe, society, or body. (*Starship Log:* 'Playing God' [DS9]; 'Before and After' [VOY]) ***SEE FILES 70, 71***

environmental suit

A protective suit, with a self contained filtering or life support system, designed to permit the wearer to work in toxic or other adverse conditions, such as a planet of unfamiliar atmosphere. (*Starship Log:* 'The Tholian Web' [TOS]; ***Star Trek II: The Wrath of Khan***) ***SEE FILES 61, 68, 73***

Starfleet personnel have used several designs of environmental suit to protect themselves in hazardous environments.

enzymatic imbalance

Following **transwarp** simulations in 2372, **Tom Paris**'s biometric readings revealed a slight enzymatic imbalance in his cerebellum, which almost caused **Captain Janeway** to scrub him from the actual test flight. (*Starship Log:* 'Threshold' [VOY]) ***SEE FILE 71***

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BORG ANATOMY

THE BORG COLLECTIVE

THE BORG COLLECTIVE

Borg anatomy is a complex mixture of organic and cybernetic components, working together to create something considered to be more perfect than the races from which the drones are assimilated.

Borg drones comprise a variety of life forms from around the Galaxy. Many have been assimilated into the **Borg collective**; others are born as members of this complex race. Assimilated drones retain a recognizable portion of their original anatomy, but all can be instantly identified as Borg; once assimilated, these drones and those born to the collective are physically indistinguishable.

Following assimilation, Borg technology grows within the humanoid body (all Borg drones so far encountered by the **Federation** have been humanoid), meshing with the organic structures therein. This technology includes a microtubual network embedded in the esophageal tract, biosynthetic glands, Borg organelles, and micro-implants throughout entire neural system.

Specified tasks

The Borg are implanted, at birth or absorption, with various cybernetic devices that integrate them into the group and adapt them to their new function. Mechanical prosthetics are welded to the side of their heads and faces, and large mechanical extensions are placed on the subject's arms. Different Borg are equipped with different hardware, each designed for specific tasks.

In most drones, one arm and hand is often left mainly organic, the other replaced by cybernetics. But this is not always the case; some retain two organic hands. Similarly, most drones retain one organic eye while the other is replaced by a cybernetic device. The mix of organic to cybernetic anatomy in each drone is carefully balanced; individual variation ensures that a wide range of tasks can be completed efficiently.

Many Borg have one organic hand and one 'hand' comprising tools. However, this is not always the case; some drones retain two organic hands.

Borg anatomy does not appear to vary between drones who are born to the collective and those who are assimilated, but all are basically humanoid.

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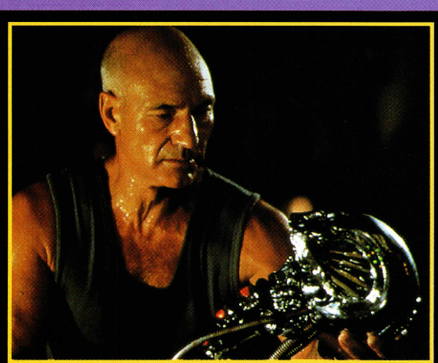
THE BORG QUEEN: A UNIQUE INDIVIDUAL

Under the skin

Most Borg drones are assumed to be as organic as they are cybernetic, but this is not always the case; the Borg Queen is a prime example. The torso, arms, and legs of a typical Borg, however, are covered by a black exoskeleton that seems more like skin than clothing, and does not always cover organic components.



Even when the soft tissue has been dissolved away, the Borg Queen's cybernetic components continue to function.

The Borg Queen's head and torso are comprised of what appears to be organic skin and musculature over a metallic skeleton.

GALAXY FACTS

- When a Borg drone is cut off from the collective, their humanoid physiology begins to reassert itself.
- The Borg have developed technology that allows them to link artificial intelligence directly into a humanoid brain.

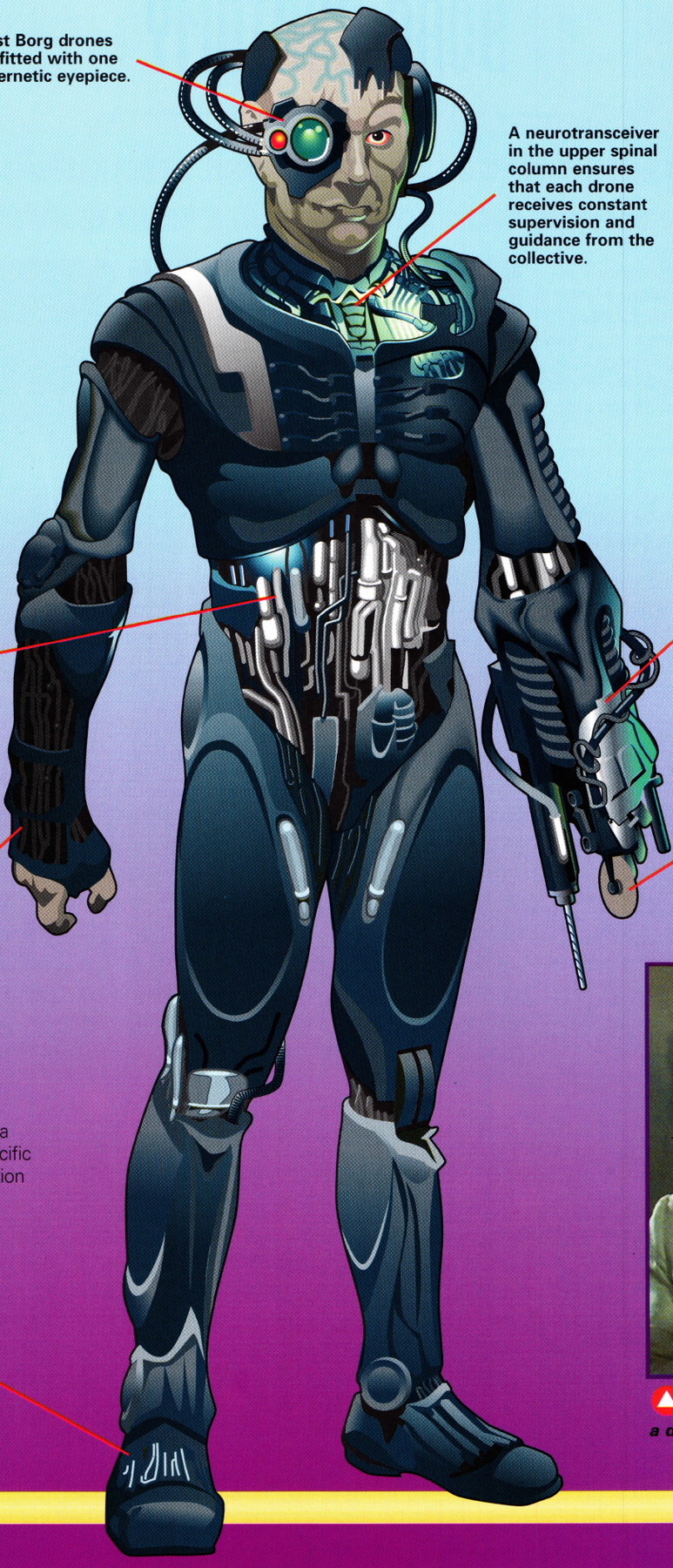
THE BORG COLLECTIVE

The Guide to the STAR TREK Galaxy

FILE 15 **CARD 8**

BORG ANATOMY

THE BORG COLLECTIVE



1 Exoskeleton Part of the Borg's menacing appearance comes from the dark, heavy, armor-like exoskeleton with which each Borg is equipped. This form-fitting armor is anchored to the body via a network of microconnectors. Some areas contain very high concentrations of microconnectors; there are more than three million in the skull alone.

2 Interface Each individual slot in a Borg hive is designed for a specific drone. The drone forms a connection to the rest of the ship through an armrest interface device.

Most Borg have one organic and one cybernetic eye. They have no facial hair.

Captain Picard removes a Borg neuroprocessor from a defeated drone.

The Guide to the STAR TREK Galaxy

FILE 18 CARD 33

OTHER GROUPS AND RACES

BARKON IV

OTHER GROUPS AND RACES

Barkon IV is inhabited by a peaceful, preindustrial humanoid society on the verge of a major cultural shift from an era of myth and superstition to an age of science and reason.

A quick glance around a **Barkon** village shows an advanced use of masonry. Stonework dominates the architecture: buildings, arched entrances to the village square, and the town square's central plaza and roadways are built of large, sturdy blocks of gray stone. The village square is uncommonly clean, devoid of garbage, detritus, or even the leavings of beasts of burden; bicycles are the preferred mode of travel. The sanitary condition of the village shows both the aesthetic sensibilities of the Barkonians and an understanding of the role hygiene plays in health.

The village square is the focal point of village society. Here is found the village's communal well, the nearest source of fresh water. The village blacksmith shop, baker, and other merchants ply their trades in the square. The village school is located here too, in an open-air classroom made possible by the mild climate.

Clothing and textiles

The Barkonians have an understated but pervasive aesthetic sense. Their clothing, reminiscent of the styles of medieval Europe, are made of substantial cloth of rich, deep, but not gaudy colors. Weaving is an important art form on Barkon IV. Thick, woven blankets are used for bedding. Colorful tapestries adorn the gray stone walls of house interiors, while similarly bright rugs grace the floors. The designs may be abstract, geometric, or stylized displays of stories from Barkon mythology or legend. The combination of these tapestries and rugs with plenty of lamplight, large windows, and clear and stained glass give the stone houses a bright, warm, and attractive ambiance. The large size of the rooms, wooden and upholstered furniture, and the cultivation of decorative plants adds to this pleasant effect. Metalwork and sculpture are also important art forms and adorn buildings inside and out.

Though it is a patriarchal society, females are far from excluded from public life. Women of learning are looked to for their expertise, medical,

Open-air market

The Barkonian villagers buy their vegetables fresh from small open-air stalls. Many merchants ply their trade in the village square.

Elaborate weaves

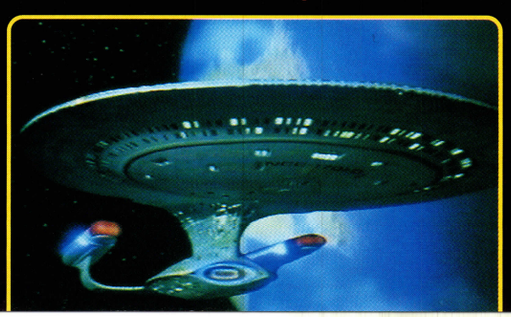
The Barkonians have developed advanced weaving techniques. Their clothes are elaborate and they also use decorative tapestries. The women wear long skirts.

A SIMPLE WORLD

Rescue mission

The *U.S.S. Enterprise NCC-1701-D* orbits Barkon IV while Data retrieves fragments from a crashed probe on the planet surface. Unfortunately, a power surge damages the android and causes memory loss, leading him to wander into a village, risking an unauthorized first contact. Luckily, the situation is resolved without the villagers realizing their strange visitor's true nature.

The U.S.S. ENTERPRISE orbits Barkon IV, a simple, preindustrial world unaware of the existence of life on other planets.



Planet Barkon IV

Quadrant Alpha **Class** M

Status Non-aligned

Social structure
Small communities run by a magistrate and a council of elders. Society is patriarchal, but the views of women are valued.

Level of technology
Similar to that of Europe's Middle Ages. No artificial power sources, but the population have developed simple scientific tools.

Intellectual development
Rational explanations are sought; superstition is discouraged.

Starship Log
STAR TREK: THE NEXT GENERATION 'Thine Own Self'

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BARKON IV

OTHER GROUPS AND RACES

OTHER GROUPS AND RACES

Easy travel

The preferred mode of short range transport on Barkon IV is the bicycle. This is clean and efficient, and ensures that the streets are kept free from animal waste.

Fresh water

The Barkonian villagers collect their fresh water from a well in the village square in metal pails. The square itself is remarkably clean and free of litter, showing that the villagers appreciate the importance of hygiene.

educational, scientific, or otherwise. Girls attend school alongside boys; all pupils learn spelling and reading, arithmetic, and science.

Barkonian medicine and science cannot be considered true science as we would understand it, but a close look reveals the exciting prospect that the culture is perhaps only a few short generations away from their own scientific revolution. Academics seek scientific answers to questions of medicine and the nature of the world. They are moving away from the superstitions of previous generations, whose belief in demons, spirits, and monsters is dismissed as ridiculous superstition. They have yet, however, to discover the scientific method.

The age of reason

Modern Barkonians tend to reason by analogy, making superficial observations instead of seeking empirical evidence. For example, they believe that the basic elements of the universe are rock, fire, sky, and water. To prove this assertion to students, a teacher may examine, with her class, a simple stick. Its heft is given as evidence of rock, its combustibility is given as evidence of fire, and the smoke from the fire is given as evidence of air. Water is more difficult to show in a piece of wood, but the explanation offered is that sometimes an element is buried very deep within an object.

Despite the lack of sound scientific methodology, Barkonians do show a keen desire to understand the world around them and have begun to develop scientific instruments, such as the magnifying lens. Medicine is still primitive, but they do have a knowledge of external and internal anatomy, and some understanding of the role of body temperature. Scholars are derisive of the superstitions of earlier generations.

Unlike in medieval Europe, revolutions in scientific thought on Barkon IV will not be hampered by religion. However, combating superstition may prove just as challenging. Though a peaceful folk, the general populace tends to raise the drawbridge on reason and retreat behind the safe and familiar walls of superstition when it feels threatened. To a simple, stable society, change is often perceived to be the greatest threat of all.

No faith without proof

The Barkonians must also, on their journey toward scientific enlightenment, embrace the Cartesian principle that one must reserve belief for only that which is certain and proven, or provable. Barkon villagers, for example, maintain a belief that the mountains are inhabited and that the mountain people are, by necessity, hardy enough to withstand the harsh winter weather and to fight off the ferocious creatures that also inhabit the mountains. No villager has ever been to the mountains or seen mountain folk or the alleged ferocious creatures; their existence is simply a "well-known fact."

But the Barkonians are ready to leave naivete behind. A peaceful, relatively prosperous society, encouraging the education of all its citizens, it has already set the stage for advancement in science and learning. Its newfound quest to seek scientific explanations over those provided by superstition is moving it forward to a greater understanding of the universe.

GALAXY FACTS

- **It is not uncommon for the village school teacher to also be a doctor and scientist.**
- **A typical Barkon village is run by a town magistrate and a council of village elders.**
- **Despite the large concentration of people in the village, crime is not a problem. Most of the villagers know each other by name, ensuring a good community spirit.**

Facial markings

The people of Barkon IV are humanoid, but are distinguished by brown markings on their foreheads.

STRANGE MEETING

The man from the mountains

Data's mission to retrieve radioactive fragments from a crashed probe causes potential problems when he loses his memory and wanders into a Barkon village. Luckily the villagers, who are not aware of life on other planets, rationalize the differences between Data and themselves, and their understanding of the world around them is not compromised.

Strength

Data lifts an anvil with ease. His strength is rationalized as being needed to fight off the creatures that live in the mountains.

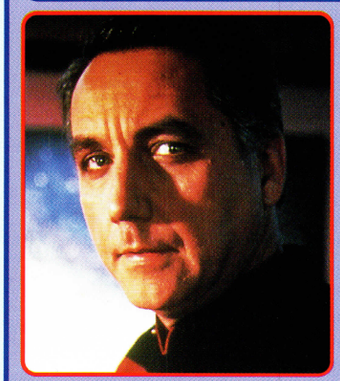
Icy pallor

The villagers explain Data's pale skin as being due to the harsh, icy conditions in the mountains from which they think he comes. They no longer believe in demons and spirits.

STARFLEET ACADEMY | PERSONNEL

STARFLEET CAPTAINS

CAPTAIN MAXWELL



As commander of the ***New Orleans***-class ***U.S.S. Rutledge NCC-57295*** and later the ***Nebula***-class starship ***U.S.S. Phoenix,*** registry number ***NCC-65420,*** **Captain Maxwell** is one of the most decorated officers in Starfleet. But in 2367 he is relieved of his command after he destroys a **Cardassian** outpost and two Cardassian ships, believing the Cardassians are preparing for war.

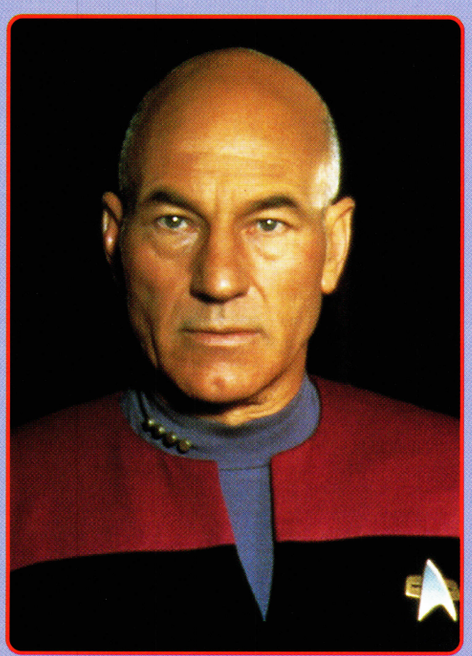
Captain Benjamin Maxwell lost his family in the Cardassian attack on Setlik III during the Cardassian War. Years later, he mounts an unauthorized attack on the Cardassians, who he believes are planning a new offensive.

STARSHIP LOG: 'The Wounded' [TNG]

CAPTAIN PICARD

Jean-Luc Picard, born on Earth in Labarre, France, in the year 2305 to **Maurice** and **Yvette Picard**, has become one of **Starfleet**'s most famous officers. His many years as a starship captain began in 2335 when, at the age of 30, he was given command of the ***Constellation***-class ***U.S.S. Stargazer NCC-2893***. He commanded the ship from 2335 until 2355, when it was destroyed by the **Ferengi**.

In 2363, Picard becomes commander of the ***Galaxy***-class ***U.S.S. Enterprise NCC-1701-D***, and distinguishes himself as one of Starfleet's most valued officers. In 2371, the vessel is destroyed at **Veridian III**; a year later, Picard is placed in command of the latest ship to bear the hallowed name of *Enterprise*, the ***Sovereign***-class ***U.S.S. Enterprise NCC-1701-E***.



Picard has defended the Federation against the Ferengi, the Borg, the Cardassians, and many others. He usually comes out on top.

STARSHIP LOG: 'Encounter at Farpoint' [TNG]

CAPTAIN McCOULLOUGH

Captain McCoullough is the author of the revised **Starfleet** official rules governing first contact situations.

STARSHIP LOG: 'Move Along Home' [DS9]

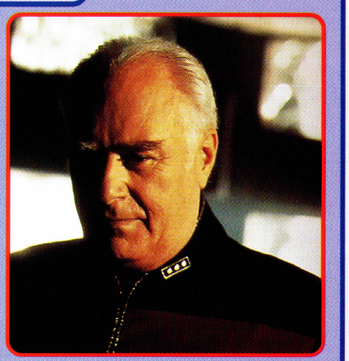
CAPTAIN NARTH

Commanding officer of the ***Apollo***-class starship ***U.S.S. Ajax***, registry number ***NCC-11574***, in the year 2327.

STARSHIP LOG: 'Tapestry' [TNG]

CAPTAIN PARIS

Before his promotion to admiral, **Tom Paris**'s father commands the ***U.S.S. Al-Batani***. A dedicated starship commander, he believes strongly in the **Prime Directive**, the **Starfleet** regulations governing non-interference.



Like almost all Starfleet admirals, Owen Paris reaches his current rank following years spent in command of a starship. His son follows him into Starfleet.

STARSHIP LOG: 'Caretaker', 'Time and Again' [VOY]

CAPTAIN PIKE

Born in Mojave, on the planet Earth, **Christopher Pike** commands the ***U.S.S. Enterprise***, a ***Constitution***-class starship, registry number ***NCC-1701***, for 13 years. In 2263, he is promoted to the rank of fleet captain and command of the *Enterprise* is turned over to **James T. Kirk**. Subsequently, Pike is involved in a radioactive accident on board a ***class-J training ship*** during 2266; the exposure to delta rays leaves him wheelchair-bound. In 2267, **Commander Spock** delivers him to the planet **Talos IV**. There, with the help of the telepathic **Talosians**, Pike lives out a life of illusion in which his devastating handicap no longer exists.

Christopher Pike succeeds Captain Robert April as commanding officer of the U.S.S. ENTERPRISE. His five year mission brings many new worlds and races to the attention of the Federation, but serious injury ends his career in 2266.

STARSHIP LOG: 'The Cage', 'The Menagerie' Parts I and II [TOS]

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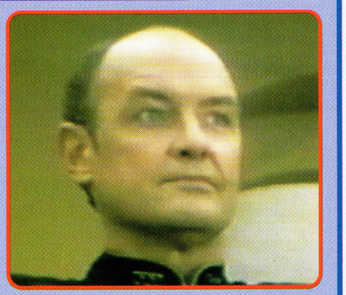
STARFLEET CAPTAINS

CAPTAIN PRESSMAN

Before his promotion to admiral, **Erik Pressman** commanded the prototype ***Oberth***-class starship ***U.S.S. Pegasus***, registry number ***NCC-53847***. In 2358, the ship embarked upon on a covert mission to test a top secret phased cloaking device in direct violation of the Federation/**Romulan Treaty of Algeron**. The *Pegasus*' mission to test this prohibited technology met with an unfortunate fate when the crew mutinied. Pressman and seven loyal crew members escaped, and the *Pegasus* is subsequently believed to be destroyed by a warp core breach. In 2370, the now-Admiral Pressman attempts to find the wreckage of the *Pegasus* before the Romulans get to it. In the process, the true nature of the ship's original mission is revealed; Pressman is arrested and charged with violation of the Treaty of Algeron.



As a starship commander, Captain Erik Pressman experimented with illegal cloaking technology.

STARSHIP LOG: 'The Pegasus' [TNG]

CAPTAIN RAMART

When Captain Ramart rescues a human boy who is the sole survivor of a transport crash 14 years earlier, he has no idea that the child has incredible powers that will lead to the destruction of his ship.

In 2266, **Ramart** is the commanding officer of the ***U.S.S. Antares NCC-501***. Ramart's crew discover a 17-year-old boy named **Charles Evans** on the planet **Thasus** and transfer him to the ***U.S.S. Enterprise NCC-1701***. Ramart and his entire crew are killed when Evans destroys the *Antares* to keep them from revealing the true nature of his psychokinetic powers to **Captain Kirk**.

STARSHIP LOG: 'Charlie X' [TOS]

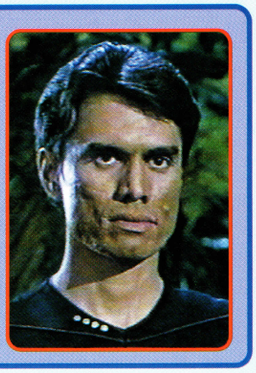
CAPTAIN RAYMOND

Captain Raymond has been the commanding officer of the **Federation** starship ***U.S.S. Tecumseh*** since the **Cardassian** wars of the mid-24th century. More recently, Raymond's ship joins the ***U.S.S. Rutledge*** in an attack on **Klingon** forces in the **Arachnis Sector** around **Stardate 50049**.

STARSHIP LOG: 'Nor the Battle to the Strong' [DS9]

CAPTAIN RICE

Commanding officer of the ***Wambundu***-class starship, ***U.S.S. Drake NCC-20381***. **Paul Rice** is an excellent **Starfleet** officer, but he is killed along with his crew in 2364 at the planet **Minos** by an ancient alien weapons system that unexpectedly reactivates.



The Minosian weapons project a facsimile of Rice to whom it is hoped his rescuers will reveal secrets.

STARSHIP LOG: 'The Arsenal of Freedom' [TNG]

CAPTAIN RIFKIN

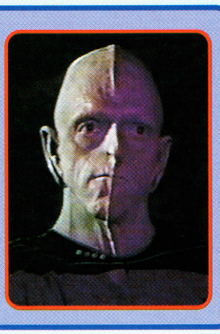
In 2373, **Captain Rifkin** is one of many **Starfleet** officers to attend what should have been the signing ceremony to admit **Bajor** to the **Federation**. The planet's leaders decide not to sign at the last minute, following advice from **Captain Ben Sisko**, the **Emissary** of the **Bajoran** religion.

Official events, such as the admission of new races to the Federation, bring several captains together.

STARSHIP LOG: 'Rapture' [DS9]

CAPTAIN RIXX

Bolian commander of the ***New Orleans***-class starship, ***U.S.S Thomas Paine NCC-65530***. In 2364, **Rixx** is one of a small group that suspects an alien conspiracy within **Starfleet Command**; they warn **Jean-Luc Picard** of their fears.



Starfleet captains come from many races. Captain Rixx is a Bolian.

STARSHIP LOG: 'Conspiracy' [TNG]

CAPTAIN SANDERS

Commander of the ***U.S.S. Malinche***. In 2373, Sanders fails in his mission to apprehend **Michael Eddington**, a **Starfleet** officer who defects to the **Maquis** while serving aboard ***Deep Space Nine***.

Sanders' mission fails when his ship is disabled by a focused particle beam.

STARSHIP LOG: 'For The Uniform' [DS9]

CAPTAIN SATELK

A **Starfleet** officer of **Vulcan** descent. Satelk is one of two command-level officers presiding over the official **Starfleet Academy** inquiry into the accidental death of **Cadet Joshua Albert** in 2368.

In the late 2360s, Captain Satelk is assigned to Starfleet Academy on Earth.

STARSHIP LOG: 'The First Duty' [TNG]

NAME:
U.S.S. ENTERPRISE NCC-1701

FACILITY:
MAIN ENGINEERING

LOCATION:
DECK 19

If the bridge of a starship can be likened to its brain, then its heart is down in Engineering, for it is here that the flow of a starship's massive power is controlled. Main Engineering of the ***Constitution***-class ***U.S.S. Enterprise NCC-1701*** is on Deck 19, along with the shuttlecraft hangar deck. It is in the engineering hull (also called the secondary hull), just one deck below the power distribution subsystems.

At the beginning of **Captain Kirk**'s first five year mission, Main Engineering is on one level. It is a high-ceilinged room, one wall of which is taken up entirely with control panels. The other side of the room houses two huge structures that reach from the floor almost to the ceiling.

The main engines pulse with a warm orange glow, providing a dramatic backdrop to the hardworking engineering crew. The wire mesh window gives a clear view into the engines so that crew can pick up and deal with problems as soon as they occur.

A department on two levels

By 2268, Main Engineering is on two levels. The lower level is essentially the same floor area as before, but bisecting the wall of consoles is a stepladder, which leads to a small galleried mezzanine. On the lower level, the two main structures have been replaced by a much more compact pair of energy converters and heat exchangers, known as the **matter/antimatter integrator**. Also in the lower level is the main control station, which consists of buttons and flow charts. These display a computer model of power flow and consumption throughout the ship. All power distribution to all areas of the vessel can be controlled from here.

Equipment and power distribution

Equipment contained in Main Engineering includes the computer systems monitoring board, two standby power units, and an **impulse synchrotron unit**. In the room behind the monitoring board are the monitors of the remote scanners.

A wire grid of small hexagons takes up one wall of the room, reaching from the floor level of the lower bay to the ceiling; this allows crew to look into the main engines, which are clearly visible through the wire.

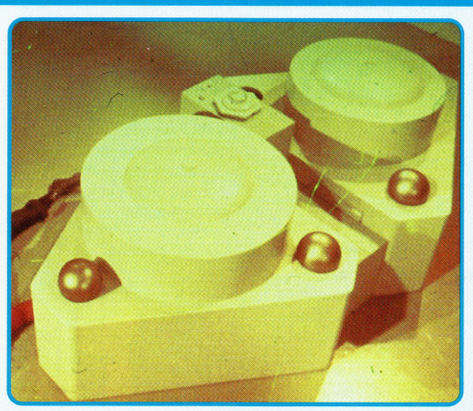
The power generated in Main Engineering is distributed quickly and efficiently to subsystems all across the ship. These include warp and impulse propulsion, life support, weapons arrays such as the **phaser** banks, defensive systems such as the navigational deflectors and defensive shields, computers, and **transporters**.

Much of a ship's power comes from the focusing of matter and antimatter through **dilithium** crystals. If these crack or fuse under hard or improper use, they must be replaced. In the event that suitable dilithium crystals are unavailable, *Constitution*-class ships such as the *Enterprise* can function at a low level on batteries for about a week. If the ship's engines are beyond repair and are in fact a danger to the ship, all personnel can be evacuated to the primary hull, away from the immediate danger.

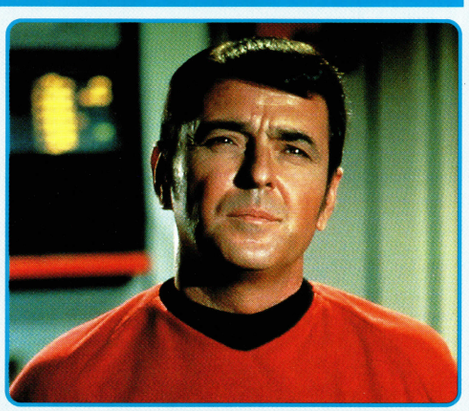
Many engineering functions can be controlled

COMPONENTS OF ENGINEERING

Engineering, the heart of a starship, is a sensitive area with massive amounts of technical equipment. The discharge of a weapon could cause untold damage and even the destruction of the ship. Captain Kirk has to tread carefully when pursuing Ben Finney, a former friend, now turned adversary.



By 2268, the main structures on the lower level of Main Engineering are two large energy converters and heat exchangers. They are constructed from a triangular base on top of which sits a low cylinder and three smaller, brass-colored structures. The two base areas are connected together.



The Chief Engineer of the U.S.S. ENTERPRISE is Montgomery Scott, a brilliant engineer who lives for his ship and has gained a reputation as a miracle worker. His tendency to claim that any job will take longer to complete than is actually the case helps to cultivate this impression.

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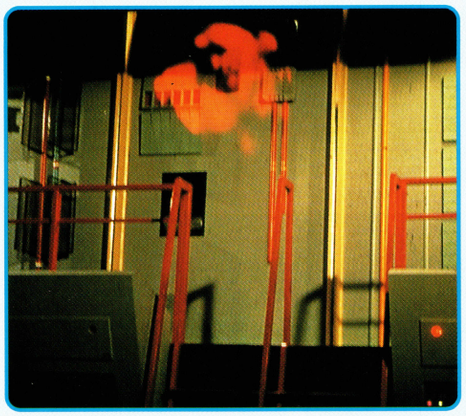
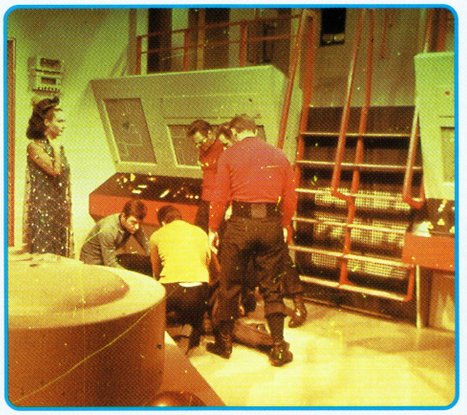
FILE 20 U.S.S ENTERPRISE NCC-1701



Human crew members use the narrow staircase, with its red metal banisters, to climb from the lower level to the high bay, but the noncorporeal Beta XII-A entity is able to simply float between them.



As with all areas of the ship, dramas are often played out in Main Engineering, bringing important members of the crew – including the captain, the ship's doctor, and even VIP guests – to this location.

The engines just off Main Engineering are an impressive sight to those visiting the U.S.S. ENTERPRISE. This area of the ship is normally off limits to anyone without special clearance, but exceptions are made.

When the ENTERPRISE is under attack from the manipulative Beta XII-A entity, Engineering is one of the locations from which it causes the Starfleet and Klingon officers aboard ship to fight each other.

from remote locations such as the engineering station on the bridge; this is the first station to the left of the turbolift as one steps onto the bridge. Remote engineering stations allow the chief engineer to keep up to date with everything that is happening when his presence is required away from Engineering, or to control Engineering when damage or an intruder has rendered it inaccessible.

Engineering functions can also be controlled from the emergency manual monitor, and from within the network of **Jefferies tubes** – narrow access crawlways that criss-cross the ship.

Vital position

The role of the chief engineer is one of the most important jobs aboard a starship, and thus requires an enormous amount of training, experience, and dedication. The chief engineer aboard the *Enterprise* is **Montgomery Scott** (Starfleet serial number **SE 19754**), known to most of his friends and associates as **Scotty**. He is also the ship's second officer. Scotty has a real talent for engineering, and would rather read a technical manual or tinker with his machinery than go on shore leave.

As part of the support services aboard the ship, members of Mr. Scott's engineering team wear red shirts for formal and semiformal occasions; many of them wear an overall-style jumpsuit to protect their uniforms while actually on duty. Like Engineering itself, the crew members who work here are extremely efficient. Thanks to them, high operating standards on the *Enterprise* are maintained at all times, ensuring crew safety and the successful completion of missions.

Engineering dramas

As with most areas of the ship, the *Enterprise*'s engineering department has seen more than its fair share of drama. The many incidents that have occurred here include **Kevin Riley**, a crew member under the influence of the **Psi 2000** virus, commandeering Engineering and shutting down the engines in 2266. In 2267, **Khan Noonien Singh** takes control of Main Engineering and shuts off life support to the bridge in his attempt to gain control of the ship. And in 2268, much of the drama between the **Klingons** and the *Enterprise* crew manipulated by the **Beta XII-A** entity is played out in Engineering. Later that same year, **Losira** fuses the matter/antimatter integrator, causing the *Enterprise* to travel at dangerously accelerated speeds, at one point reaching warp 14.1. Luckily, Scotty's expertise always ensures that problems are soon solved, and that the engines of the *U.S.S. Enterprise* are soon working at peak efficiency once again.

DANGEROUS MODIFICATIONS

The ultimate computer

As with all areas of the ship, Main Engineering is often subject to upgrades and modifications as new technology is developed. One of the most radical upgrades occurs in 2268, when the M-5 multitronic computer is installed in the lower bay. Developed by Dr. Richard Daystrom, this device is encoded with human engrams, giving it the ability to think and reason for itself. It is hoped that the computer will be able to control every aspect of starship operation; this will allow starships to operate with a minimum crew of 20, less than five percent of current crew levels.

The computer is tested aboard the *U.S.S. Enterprise*, but the experiment is far from successful. Initial tests include using the computer to conduct routine survey operations and contact missions. Early results are promising, but things soon start to go wrong, and during wargames with four other Starfleet vessels the M-5 fires at the *U.S.S. Lexington* and the *U.S.S. Excalibur*, killing hundreds of crew members. The M-5 has inherited Dr. Daystrom's mental instabilities but, luckily, it has also inherited his capacity for regret. This eventually ensures the computer stops itself from causing any more damage and destruction.

The M-5 multitronic computer is installed in the lower bay of Main Engineering, behind the power converters and opposite the staircase to the high bay.

Most of the modifications improve the efficiency of a starship, but the M-5 is definitely an exception to the rule. Deadly problems occur, and it is soon removed.

Romulan Scout Ship

An autodestruct mechanism that prevents *Romulan scout ships* from falling into enemy hands ensures that Starfleet still knows very little about this vessel.

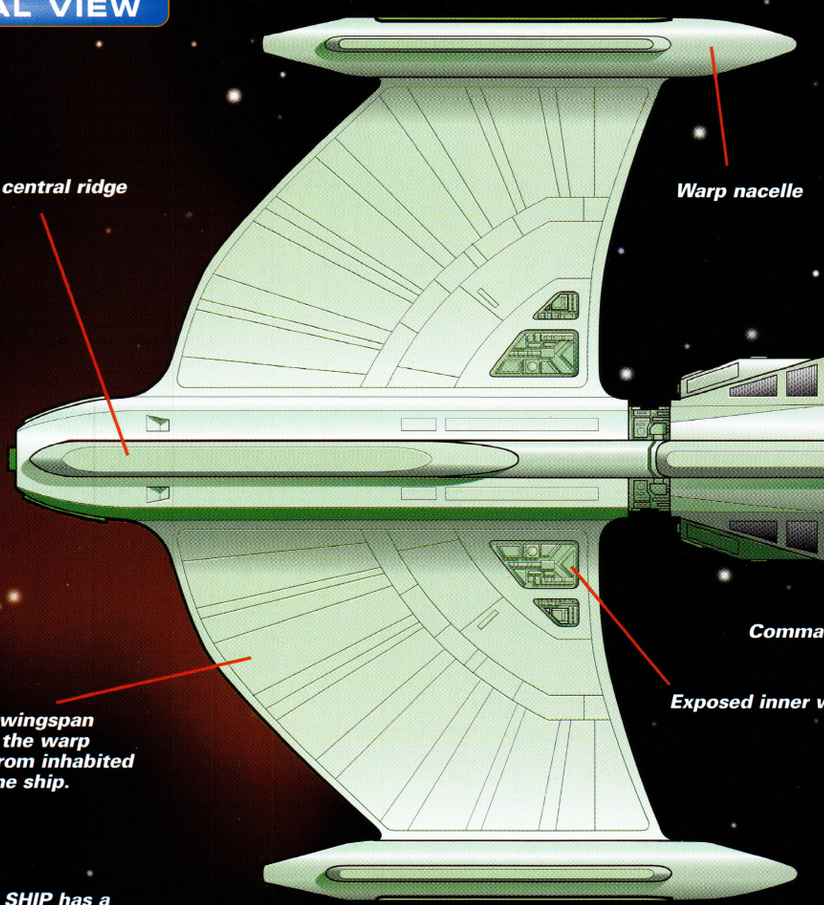
The ***Romulan scout ship*** is a small, multipurpose vessel used by the **Romulan Star Empire** during the 24th century. Like most other Romulan ships of this period, the *scout ship* has a green, metallic hull that is otherwise unadorned. It carries no obvious registration numbers, nor symbols of the Romulan Empire. Its design alone is enough to identify it as a Romulan vessel.

The *scout ship* is somewhat smaller than other Romulan craft encountered by the **Federation** during this period. It is smaller than even the warp nacelles of the ***D'deridex***-class ***Romulan Warbird***.

The familiar Romulan bird motif is again

The main distinguishing characteristic of the ROMULAN SCOUT SHIP is its pointed head section with a tapering nose. In other respects, it follows the birdlike design of most ships of the Romulan fleet. It is particularly similar to the ROMULAN SCIENCE VESSEL.

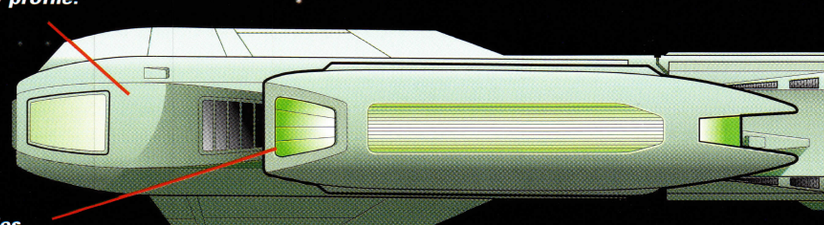
DORSAL VIEW



ROMULAN SCOUT SHIP

Speed:	Warp capable
Defenses:	Cloaking device, shields
Features:	Autodestruct sequencer
First recorded:	2366

STARBOARD VIEW



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Romulan Scout Ship

The ROMULAN SCOUT SHIP has a relatively flat design, with spread 'wings' each side of the central command section. At the end of each wing is a warp nacelle.

The bridge of the SCOUT SHIP is small and compact, but has visual communication capability. The ship can be operated by a single crew member, although it is capable of carrying more.

Two small open panels on the upper side of each wing, near to the head section, provide access to the ship's internal workings. A raised ridge dissects the wings.

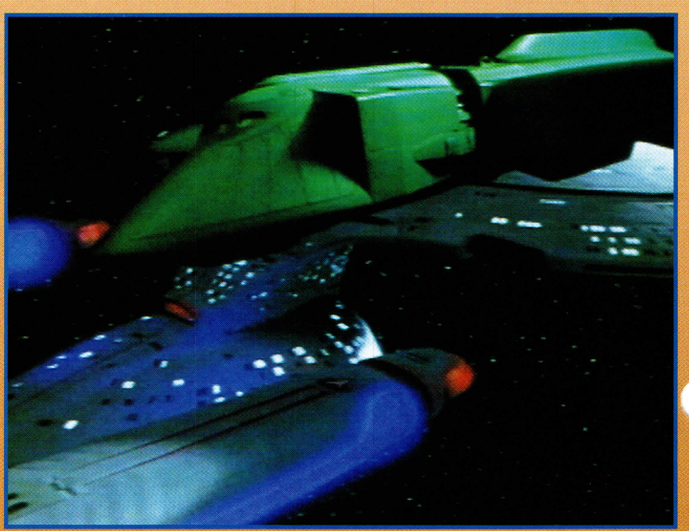
apparent in the *scout ship*. The ship has an overall birdlike shape, with the warp nacelles at the ends of spread horizontal wings. As with Federation ships, the warp nacelles are kept away from the main body of the ship; they glow with a green energy when in use. The full extent of the warp capabilities of these ships is unknown, but they would seem to be approximately equal to those of a *Romulan Warbird*, as on at least one occasion a *scout ship* has been able to outrun a *Warbird* for at least long enough to cross the **Neutral Zone** and enter Federation space.

On the top of each wing, small triangular open spaces allow one to see down into their mechanism where the wings join the main hull. The inner workings, like the hull itself, are predominantly green.

Technical capabilities

The bridge of the ship is compact and simple, allowing the *scout ship* to be piloted by one person, though it may accommodate more. Three small windows look out the front of the command section, a birdlike head with a sharply pointed nose at the end of a short neck that connects it to the main body. A squarish cheeklike construction is attached to each side of the rear of the command section.

In addition to warp capability, the ship is equipped with the shields and cloaking device one would expect of a Romulan vessel. A vital piece of technology included to maximize crew safety transmits a general distress call; this extremely hardy device is still capable of functioning even after a crash that is serious enough to inflict irreparable damage to the ship and cause major casualties, such as the crash of the *scout ship* ***Pi*** on **Galorndon Core** to which the Federation starship the ***U.S.S. Enterprise NCC-1701-D*** responds on **Stardate 43359**. The *Pi* is rigged to self destruct shortly after the crash, ensuring that only useless wreckage remains by the time the *Enterprise* arrives.



The head section of the SCOUT SHIP has a tapering, pointed nose, giving it a very distinctive profile. The ship appears very narrow from the side, and the wingspan is not apparent.

As with many other ship designs, the *scout ship*'s autodestruct sequencer allows crew members to blow up the vessel rather than let it fall into enemy hands. A delay mechanism, which can be set for several minutes, allows plenty of time to get away safely.

This autodestruct mechanism is one reason so little is known about the ship. The best opportunity the Federation has, so far, to learn about the vessel occurs in 2366 when **Admiral Alidar Jarok** uses such a ship to cross the Neutral Zone and enter Federation space. Once there, he hails the *U.S.S. Enterprise* and states his intention to defect to the Federation. His *scout ship* has been damaged by a pursuing *Romulan Warbird*, causing severe systems failure including the breakdown of life support, but it is sufficiently intact for the *Enterprise* to tow it with a tractor beam. The *Enterprise* crew look forward to an ideal opportunity to study the ship and its technology.

Secrets remain safe

The *scout ship* suddenly explodes, and the *Enterprise* crew are surprised to discover that before Jarok was beamed to their ship, he set the autodestruct sequence. He explains that he is not a traitor to his people; he is just trying to prevent a war he does not think the Romulans will be able to win. He is prepared to divulge information that will prevent the war before it starts, but he has no intention of sharing other classified information with **Starfleet**. For now, the secrets of the *Romulan scout ship* are yet to be discovered.

BLOWN OPPORTUNITY

The ROMULAN SCOUT SHIP hovers outside the observation lounge of the U.S.S. ENTERPRISE, contained within a tractor beam.

Starfleet's hopes of learning secrets from the ship are dashed when it self-destructs. Jarok does not wish to share his people's information.

FILE 50 CARDASSIAN PERSONNEL

Legate Tekheny Ghemor

As a young man, **Tekheny Ghemor** chooses to join the military, a career path that will bring him power and prestige. But the actions of the **Cardassians** during the occupation of **Bajor** lead him to question his superiors' ethics, and his sympathies soon turn to the Dissident Movement.

OTHER CARDS IN THIS FILE...
1 GUL DUKAT
8 NATIMA LANG

SEE OTHER FILES...
THE CARDASSIAN UNION ...File 13
BAJORAN PERSONNEL .....File 47
STAR TREK:
DEEP SPACE NINE .....FILE 70

Little is known of **Tekheny Ghemor**'s early life on **Cardassia**. His family, while affluent, were not among the most powerful of the planet's ruling class. His formal education, as with that of any Cardassian child, instilled him with a keen intellect, a disciplined mind, and a strong belief in the Cardassian idea of a sense of harmony in all things.

Ghemor was an ambitious youth. He chose a career in the military, a path that would gain him power and prestige within the Cardassian system. He served in the military during his people's occupation of **Bajor**, and was posted to the planet as a junior officer. He obeyed orders, pleased his superiors, and gained friendships that later served him well on his return to Cardassia.

Perhaps the one dark moment of Ghemor's time on Bajor was his part in the massacre at the **Kiassa Monastery**, in which the Cardassian army burned the monastery to the ground and caused the deaths of 17 monks who were suspected of hiding weapons. This incident may well have been the critical turning point in young Ghemor's life, causing him to question Cardassian values of ethics and justice. For the first time in his life, Ghemor saw that the Cardassians can be the monsters.

New direction

When the occupation ended, a sadder and wiser Ghemor returned to Caradassia and entered politics. His military record served him well during this time, since the Cardassian political system is deeply rooted in the military; the **Central Command** controls the government and oversees virtually all of the ministries, including those of Science, Justice,

PROFILE ON GHEMOR

NAME: Tekheny Ghemor

LIFE FORM: Cardassian male

RANK [BEFORE EXILE]: Legate, Cardassian Central Command

PREVIOUS CAREER: Soldier in the Cardassian military. Ghemor served on Bajor during the Cardassian occupation of that planet and took part in the Kiassa Monastery massacre.

STATUS: Deceased

CHILDREN: One daughter, Illiana

FIRST SEEN: 'Second Skin' [DS9]

As a young man Ghemor followed orders, but he was not without a conscience. Eventually, he came to see the Cardassian leadership as monsters.

ILLIANA'S RETURN

A change of identity

Major Kira has always believed herself to be Bajoran, and is shocked when the Cardassians claim she is actually an Obsidian Order operative who was altered and brainwashed for an undercover mission.

Mental manipulation

Ghemor spends years hoping that his daughter, Illiana, was not killed on Bajor. When a young woman who resembles her turns up alive, he is prepared to do anything to save her from the Obsidian Order.

Escape to exile

When it is revealed that 'Illiana' is part of a plot to expose Ghemor as a dissident, Kira and her colleagues help him to escape. The Cardassian government push for extradition, but the Federation will not comply.

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PERSONNEL FILES

FILE 50 CARD 5

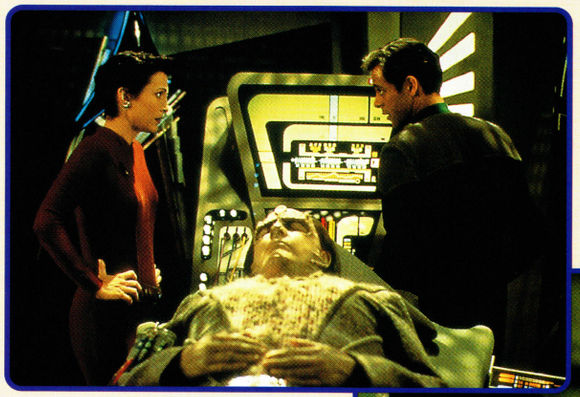
Legate Tekheny Ghemor

and Education. In time, Ghemor rose to the powerful diplomatic rank of **Legate**.

In the Cardassian hierarchy, a Legate is a delegate or special envoy, a title comparable to that of a **Starfleet** ambassador. Ghemor's sense of justice and fair play made him popular with the public, but increasingly unpopular within the higher circles of government. His desire to promote change was a quality not highly regarded by his comrades in the Central Command.

Beloved daughter

Ghemor married and had one child, a daughter. His wife was an inquisitor, or teacher, at the **Central University**. Ghemor's daughter, **Illiana**, joined the **Obsidian Order** and became an undercover operative. She was surgically altered to appear **Bajoran**, and was sent on an undercover mission to **Bajor**. She never returned, simply vanishing within the chaos that marked the final months of the occupation. Even after more than a decade of searching, there is no official record of her death.



Ghemor was left to mourn for his daughter, realizing in his mind that she must be dead, but never giving up hope in his heart.

As time goes by, Ghemor's dissatisfaction with the Cardassian establishment grows and, by 2371, the Obsidian Order suspect that he has strong ties to the Dissident Movement. In order to prove his links to the Dissidents, the Obsidian Order kidnaps **Major Kira Nerys**, a Bajoran military officer, and surgically alters her to resemble Ghemor's lost daughter. They lead him to believe that Illiana has undergone mind conditioning and is in danger of being killed by the Order. The plan exposes Ghemor's true sympathies, but he escapes with the help of Kira and a covert rescue team from ***Deep Space Nine***.

★ Last days

By the time Ghemor arrives on DEEP SPACE NINE, his Yarnel Fel's disease is far too advanced to be cured. All Dr. Bashir can do is make him as comfortable as possible.

★ Deathbed confessions

Ghemor asks Kira to participate in Shirtel, in which a dying Cardassian tells his family any secrets that can be used against his enemies after his death.

"For all I know [Illiana] is still on Bajor, and one day, I'll find her."

— Ghemor to Kira

★ Happy reunion

When Ghemor first arrives on DEEP SPACE NINE, Kira is very pleased to see him. She is heartbroken to hear that he is dying, and wants only to do everything she can to make his last days happy.

★ Accused

Kira is outraged to hear that Ghemor was involved in the Kiassa Monastery massacre. For a while, it overwhelms all the fondness she had begun to feel for him.

Life in exile

Unable to return to Cardassia, Ghemor is granted political asylum by the **Mathenite** government, despite the strenuous objections of the Cardassian Central Command, which wants the Legate surrendered to face charges of treason. The **Federation**, which has no extradition treaties with the Cardassian Union, refuses, and Ghemor goes into semi-seclusion as a political exile somewhere within the Mathenite system.

During the next few years he keeps a low profile, but continues to support the Dissident Movement on Cardassia by his proclamations. Many believe he should form a Cardassian government-in-exile and become the figurehead of the dissident movement. But this is not to be.

Only a short time later, Ghemor contracts **Yarnel Fel** disease, which destroys the digestive and respiratory systems. It is not always fatal, but in Ghemor's case it is not detected until it has spread extensively throughout his body and has become terminal.

In his last weeks, he returns to *Deep Space Nine* to die in the company of the only 'family' he has, the Bajoran major who once portrayed his daughter: Kira Nerys.

FINAL BETRAYAL

No victory for the Cardassians

Even in death, Ghemor manages to defy the Cardassian government one final time. The Central Command has tried and failed to have Ghemor extradited and to prevent him from revealing their secrets to his new allies in the Federation. When he is dead, they want his body returned to Cardassia for a formal burial; they hope this will appease the general public, who still retain a huge fondness for him. But Ghemor has no intention of letting them have even this victory. He is buried in a secret location on Bajor by Kira; his final resting place is a small, traditional Bajoran grave similar to the one in which Kira's real father is buried.

★ Dangerous knowledge

The Cardassians and the Dominion are worried that Ghemor's secrets could prove damaging to their alliance. They intend to take him back to Cardassia.

★ Enemy

Gul Dukat has not always agreed with the Cardassian government, but he considers dissidents such as Ghemor to be traitors to their people.

Jean-Luc Picard: Early Years

Jean-Luc Picard's early years were spent in the idyllic surroundings of his family's vineyard in Labarre, France. But young Jean-Luc looked more to adventure than to the traditions of the past, and sought a life among the stars.

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STAR TREK: THE NEXT GENERATION.....File 69

To those who serve with him, **Captain Jean-Luc Picard** is a figure of calm self-assurance and great personal strength. But there was a time when he was much less experienced, full of the promise of youth, but still learning the tough lessons that forged him into the great man he became.

Jean-Luc was born on Earth in the small French village of Labarre in the year 2305. His mother, **Yvette Gessard**, and father **Maurice** operated the family farm, an old-world style vineyard renowned for its fine wines. The family into which Jean-Luc was born possesses a rich and illustrious history. His ancestors include a participant in the Battle of Trafalgar, a Nobel prize-winning chemist, even pioneers of the early **Martian colonies**. This extraordinary heritage would seem to be a perfect environment for the young boy who grew up to become one of **Starfleet**'s most celebrated officers. It is ironic, then, that those closest to Jean-Luc did not approve of his dreams of a life in space.

Idyllic France

The Picard family estate on which Jean-Luc spent his formative years was an idyllic setting for an imaginative and inquisitive young man. Located along a tree-lined dirt road winding through hilly countryside, the Picard home is a large brick and wood Tudor-style affair. In

PROFILE ON THE YOUNG PICARD

NAME: Jean-Luc Picard

LIFE FORM: Human male

BORN: On the planet Earth, in Labarre, France, in the year 2305.

FAMILY: Maurice Picard [father], Yvette Gessard Picard [mother], Robert Picard [older brother]

CHILDHOOD INTERESTS: Building ships in bottles, including a ***Promellian Battle Cruiser*** and old Earth starships

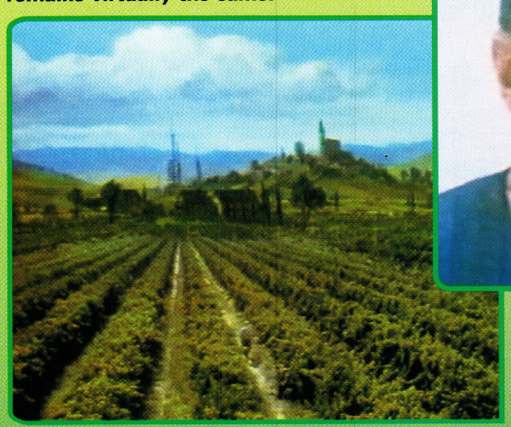
FIRST SEEN: 'Encounter at Farpoint' [TNG]; [as a youth] 'Tapestry' [TNG]

Jean-Luc Picard was a carefree, reckless youth. Academic and sporting success throughout his early years gave him a confidence that sometimes blinded him to the more sensible approach, and a serious injury in his early 20's nearly claimed his life.

FRENCH COUNTRYSIDE AND FINE WINE

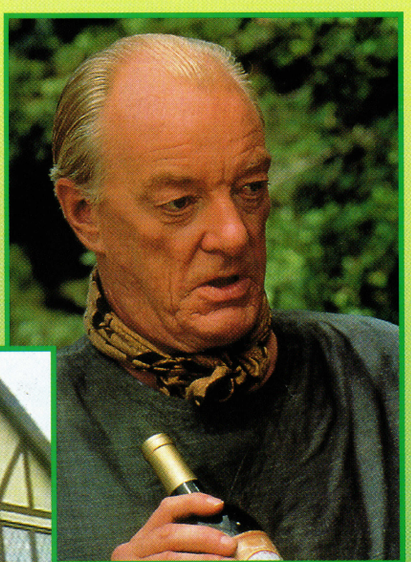
★ Traditional scenes

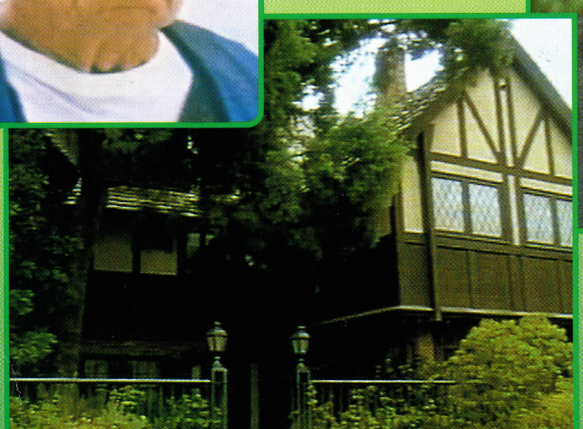
The skyline of Labarre has changed over the centuries, but the vineyard itself remains virtually the same.



★ Father

Maurice Picard came from a long line of explorers and pioneers, but he was more interested in continuing the other side of the Picard family heritage, such as the vineyard his family had tended for generations. He did not approve of Jean-Luc's chosen career path.





★ Beautiful home

Jean-Luc grew up with his parents and older brother in a large, picturesque house that followed traditional designs.

★ Carrying on family tradition

Jean-Luc's older brother, Robert, remains on Earth and continues to produce wine until his death in a fire in 2371.

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Jean-Luc Picard: Early Years

Defining moment

One of the defining moments of Picard's life was the day he lost his natural heart during a fight with a Nausicaan over a game of dom-jot.

Close to death

The injury left Picard close to death, but thanks to medical technology, he survived. He was fitted with a prosthetic heart that has to be periodically replaced.

Friends

Picard made many close friends during his time at Starfleet Academy, including fellow cadets Cortin Zweller and Marta Batanides.

front, a cobblestone courtyard is lined with shadowy alcoves harboring large wooden wine casks. Nearby, the family vineyards stretch out into the distance. Here, Jean-Luc and his older brother **Robert** grew up and eventually chose their differing paths in life.

Although proud of his family's preservation of long-held traditions, Jean-Luc always looked toward the future, while Robert revered the past. Both Robert and Maurice believed that Jean-Luc is in "danger of losing values [the Picard family] holds precious."

Jean-Luc was always highly successful in whatever endeavor he undertook. He was school valedictorian; he won athletic and scholastic honors. He was always in control. And as Jean-Luc's admirable achievements grew, Robert's envy built over a lifetime into a near-impregnable wall between them.

The Picard family are a people with strong connections to their ancestral lands, and several of them expressed extreme dissatisfaction with Jean-Luc's decision to pursue a career off-Earth with Starfleet. It was an unfortunate family situation that led to estrangement from his father and brother and haunted Jean-Luc for decades.

Starfleet Academy

As a child, Jean-Luc enjoyed building ships in bottles, a hobby that ignited his interest in vessels of exploration and, eventually, of a career in space. During several visits to the Smithsonian Institute, he found himself captivated by the ***Phoenix***, the original warp drive ship built by **Zefram Cochrane**.

Jean-Luc's association with Starfleet began in 2322 at the age of 17. He failed to gain admission at the first attempt, but a year later he tried again and was successful.

His time at **Starfleet Academy** was not always a smooth one. During his course, Picard committed a serious offense. Only the help of the Academy groundskeeper, **Boothby**, who ensured that he did the right thing, enabled him to remain enrolled.

Apart from this incident, Picard's days at Starfleet Academy were mostly successful. He became the first freshman to win the Starfleet Academy marathon on **Danula II**, and he continued his earlier academic excellence. **Professor Richard Galen**, who taught Jean-Luc archeology, was particularly impressed with his studies and regretted that Picard chose not to follow a career in this field, believing that he had the ability to become one of the foremost experts of his generation.

Picard graduated from Starfleet Academy in 2327, but his youthful recklessness continued to be a problem. Enjoying shore leave with his friends, Picard allowed his emotions to overwhelm his judgment when he engaged in a fight with an angry **Nausicaan**. Stabbed through the heart, Picard nearly died before being fitted with an artificial replacement organ. In years to come, he was reminded of this incident as a pivotal moment that defined his life. When **Q** gives him the chance to relive the incident, avoiding it changes his personality perceptibly, and in this timeline he never develops into someone capable of becoming a Starfleet captain.

"There were many things in my youth that I'm not proud of ..." — Picard to Riker

Love of legend

As a small boy, Jean-Luc loved to visit the PHOENIX, little realizing that one day he would travel back in time and witness its legendary flight at first hand.

TEACHERS

Gaining knowledge

As a young man Jean-Luc usually went his own way, making his own decisions even if they did not always please those around him. As he grew older, he became less head-strong, and more appreciative of other people's point of view.

Groundskeeper

Boothby, the Starfleet Academy groundskeeper, was a font of advice to inexperienced cadets. Only after Picard graduated did he come to appreciate Boothby's wisdom.

Professor

Professor Richard Galen was impressed with Picard's aptitude for archeology, and wished he had considered a full time career in this discipline.

Bajoran Directed Energy Weapons

The Bajorans are a proud people who spent decades fighting for their freedom from their Cardassian oppressors. Now they are masters of their own destiny, they ensure that their military personnel are well equipped.

Directed energy weapons were used by **Bajorans** throughout the **Cardassian** occupation. They continue to be used in civil and military situations, including by **Odo** and his security personnel on ***Deep Space Nine***, and the civil police on Bajor, sometimes known as the Bajoran militia, will use energy weapons where a powerful lightweight weapon is required.

There are two main personal weapons in use: the **phaser pistol** and the **phaser rifle**. The phaser pistol has a relatively large combination grip and trigger guard, giving it a bulkier appearance than **Starfleet** issue phasers, and is carried in a wide holster belted to the waist. It fires a blast of white-gold energy; though a single blast is strong enough to mortally wound a Bajoran, the target is not vaporized. It is not known whether Bajoran phasers have the full range of settings available to Starfleet weapons.

The phaser pistol is a small, handheld weapon that can be operated easily while standing.

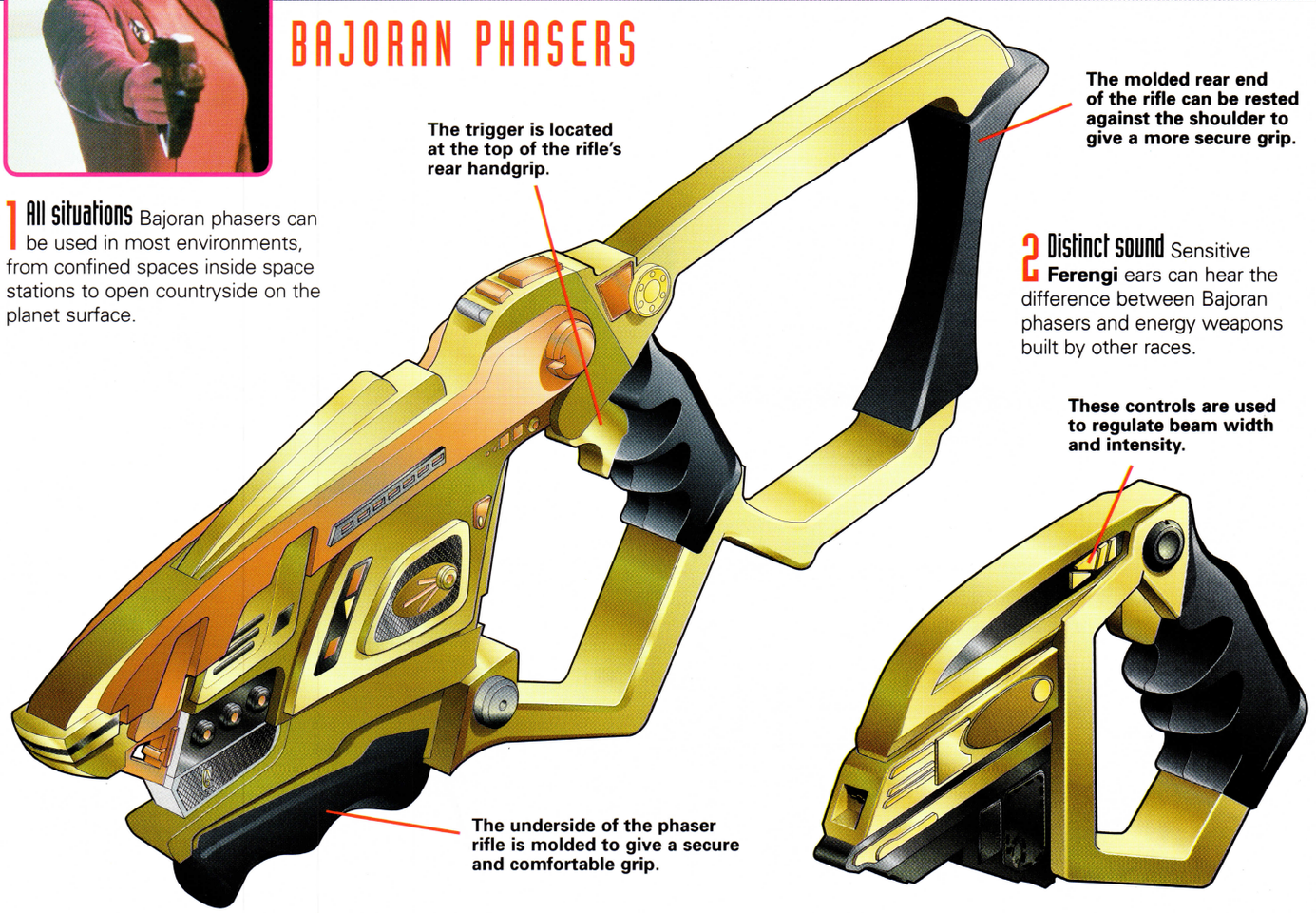
Bronze colored weaponry

The weapons generally carried by the official Bajoran militia are constructed from a bronze colored metal with black handgrips, although similar weapons in use by other organizations can differ slightly. **Day Kannu**, a Bajoran officer representing the **Circle** during the attempted coup of 2370, carries a red Bajoran hand phaser.

The most common type of Bajoran phaser rifle is an extended version of the phaser pistol; it is bronze in color, and fires a white-gold beam similar to that of the phaser pistol. Bajorans also sometimes carry a small phaser rifle, supported by a grip directly under the muzzle. It seems to be made of gray-silver metal alloy, and fires a blue-white beam.

The Bajoran militia often use phaser rifles for outdoor operations such as hunting down rebels.

BAJORAN PHASERS



1 All situations Bajoran phasers can be used in most environments, from confined spaces inside space stations to open countryside on the planet surface.

2 Distinct sound Sensitive **Ferengi** ears can hear the difference between Bajoran phasers and energy weapons built by other races.

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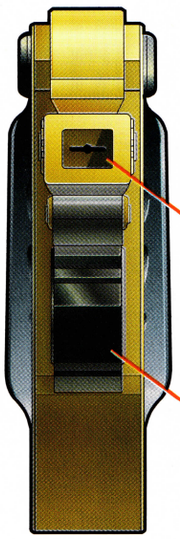
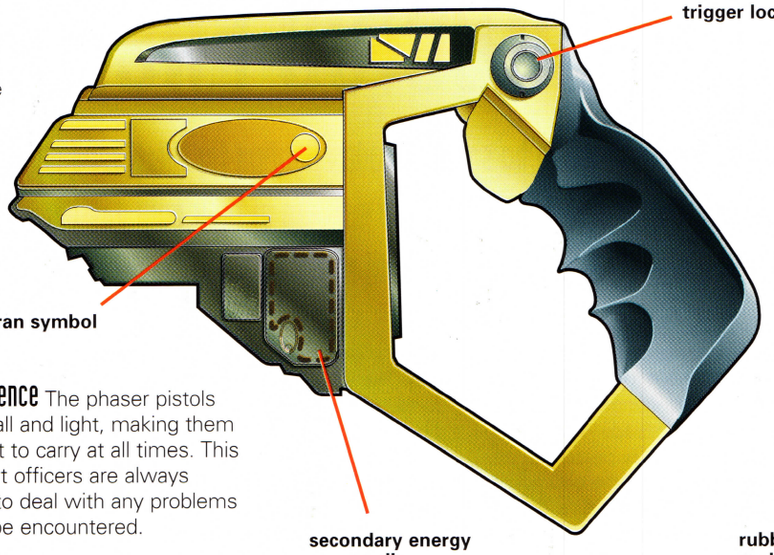
Bajoran Directed Energy Weapons

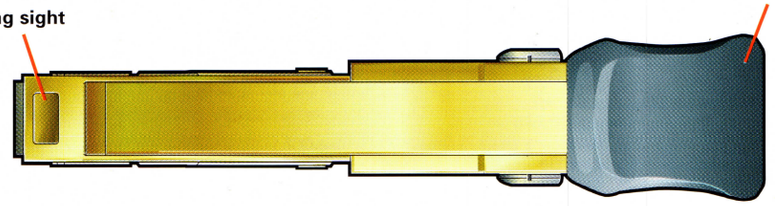


1 Construction The phaser pistols carried by the Bajoran militia officers are constructed from a bronze colored metal. Red versions are also in use.



2 Convenience The phaser pistols are small and light, making them convenient to carry at all times. This means that officers are always equipped to deal with any problems that may be encountered.

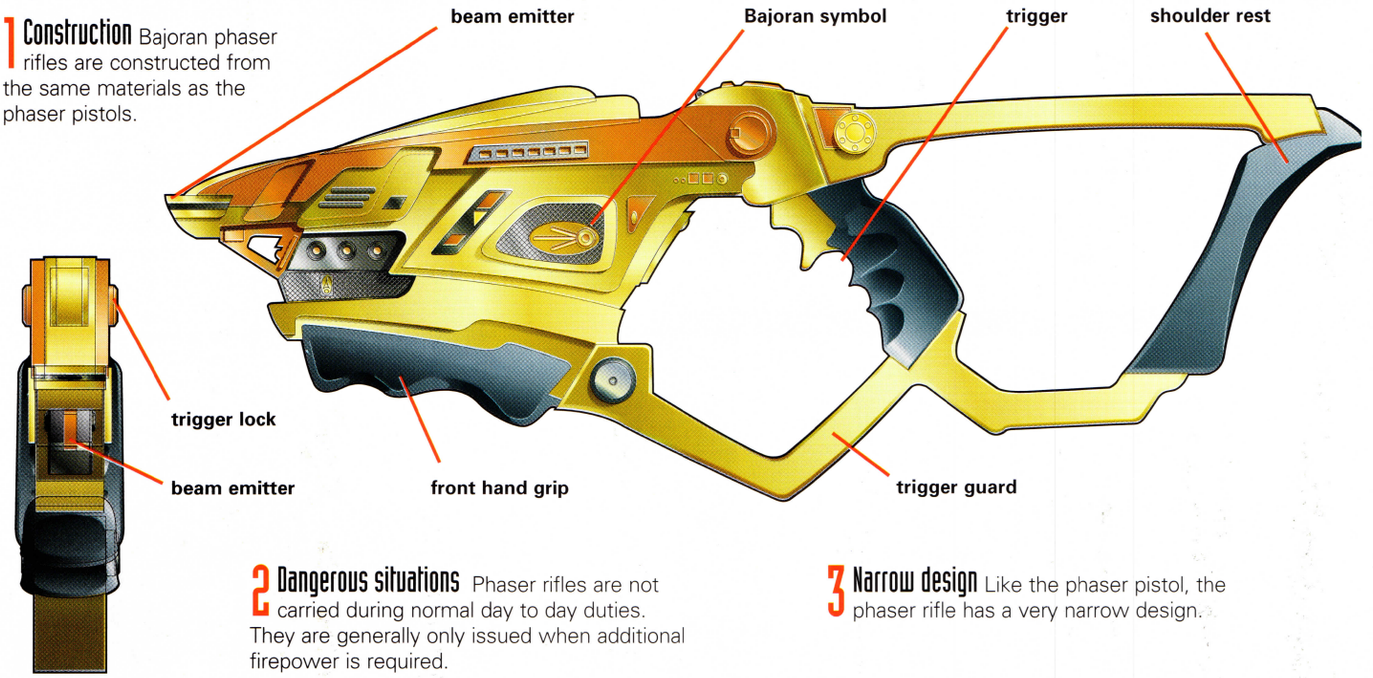
PHASER PISTOL



3 Narrow width The phaser pistol is very narrow but is nevertheless an extremely powerful weapon. A single blast is enough to kill an adult Bajoran or a member of most other humanoid races.

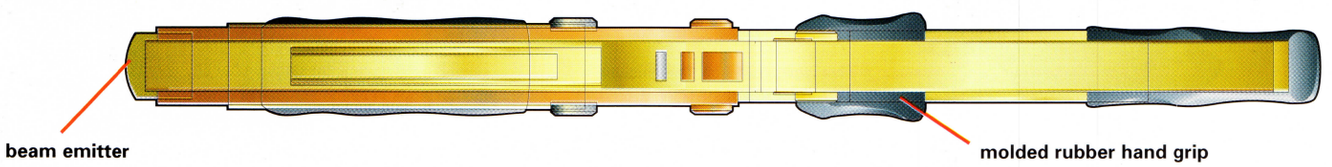
PHASER RIFLE

1 Construction Bajoran phaser rifles are constructed from the same materials as the phaser pistols.



2 Dangerous situations Phaser rifles are not carried during normal day to day duties. They are generally only issued when additional firepower is required.

3 Narrow design Like the phaser pistol, the phaser rifle has a very narrow design.



FILE 69 STAR TREK: THE NEXT GENERATION

'Peak Performance'

For the purpose of a wargame exercise, **Riker** is given command of an old **Starfleet** vessel, the ***U.S.S. Hathaway***. When the **Ferengi** take an interest, the game suddenly becomes a deadly serious fight for survival.

CAPTAIN'S LOG
STARDATE 42923.4
"Despite misgivings, I have agreed to Starfleet's request that the ENTERPRISE divert to the Braslota System to take part in a wargame exercise. Joining us as observer and mediator is the Zakdorn master strategist Sirna Kolrami."

Captain Jean-Luc Picard welcomes **Sirna Kolrami** aboard the ***U.S.S. Enterprise NCC-1701-D***. The strategist from **Zakdorn** has arrived to oversee a training exercise which, it is hoped, will help Picard and his crew prepare for future **Borg** encounters. **Starfleet** has ordered **Commander Will Riker** to captain the ***U.S.S. Hathaway***, an old, decommissioned ***Constellation***-class vessel, for a 'virtual' war with the *Enterprise*.

Riker and his team beam aboard the *Hathaway* and restore the ship's warp drive. Back on the *Enterprise*, Kolrami expresses doubts about Riker, but Picard advises him not to confuse Will's informal manner with his fitness for leadership.

As the game begins, the *Enterprise* picks up a **Romulan** ship on the viewscreen. Picard soon realizes that this is merely an illusion, created by Riker and **Worf**, but the *Enterprise* drops its guard sufficiently to sustain a number of electronically recorded 'hits' from the *Hathaway*.

Real danger approaches

As the *Enterprise* prepares to respond, a **Ferengi** vessel comes into view. This is not another simulation but a genuinely attack, and the *Enterprise* is damaged. The simulation weapons cannot be disengaged, and Riker's team cannot be beamed back.

The Ferengi are convinced the *Enterprise* is trying to protect something valuable aboard the *Hathaway*. Picard and Data devise a plan: the *Enterprise* should fire **photon torpedoes** at the *Hathaway* just as it jumps to warp. It will appear to the Ferengi that Starfleet has destroyed its own ship rather than give up valuable cargo.

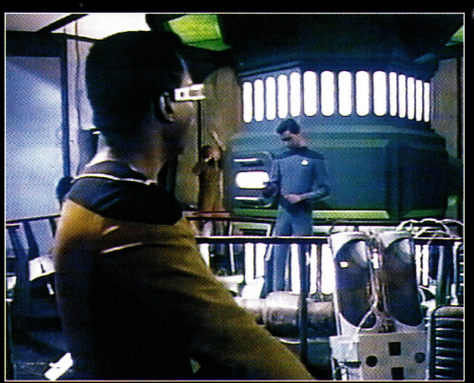
The strategy works perfectly; it looks as if the *Hathaway* has exploded. Just as the Ferengi prepare to fire at the defenseless *Enterprise*, their sensors detect another **Federation** craft approaching. This deception, generated once more by the *Hathaway*, forces the Ferengi to quickly flee. Kolrami grudgingly congratulates Riker and Picard on their ingenuity, and promises that his report to Starfleet will be complimentary.

STARSHIP FACTS

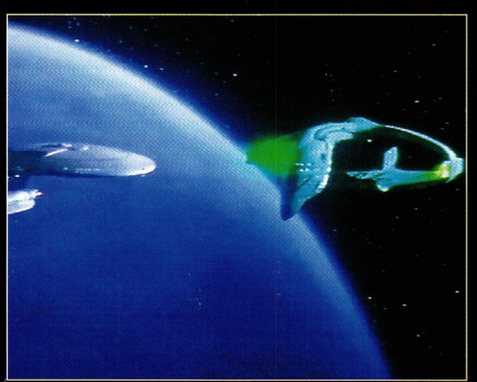
Kolrami is a third-level grand master of the game of strategema. He defeats Riker in only 23 moves, but is later beaten by Data.

ON SCREEN...

1 ***The Borg threat has forced Starfleet to consider wargame training exercises. Master strategist Sirna Kolrami is to assist.***



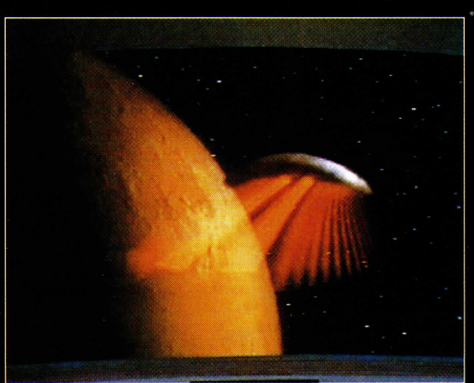
2 ***The U.S.S. HATHAWAY is an old and outdated ship, but Riker's handpicked team are able to get the warp drive working.***



3 ***An illusion of a ROMULAN WARBIRD, created by Riker's team, surprises the U.S.S. ENTERPRISE crew.***

4 ***The Ferengi arrive. They do not realize that this is an exercise, and assume the HATHAWAY must contain valuable cargo.***

5 ***Picard and Data suggest that the ENTERPRISE fire at the HATHAWAY just as it jumps to warp. This gives the illusion that the ship has been destroyed.***



6 ***Another illusion makes the Ferengi think that Starfleet reinforcements have arrived. They quickly flee, leaving Kolrami highly impressed with both Starfleet crews.***

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FILE 69 STAR TREK: THE NEXT GENERATION

'Shades of Gray'

CAPTAIN'S LOG
STARDATE 42976.1
"During a geological survey on Surata IV, Commander Riker has become infected by an unidentified microbe."

When **Commander William Riker** is infected by a deadly microbe during what should have been a straightforward away team mission, the only way to fight the infection is to stimulate his mind to relive unpleasant memories.

Riker and **La Forge** beam down to **Surata IV**, a planet never previously visited by **Starfleet**, to conduct a geological survey. As Riker begins a sweep of the planet's vegetation, his leg is pricked by a fast-moving plant.

The away team request immediate beamout to the ***U.S.S. Enterprise NCC-1701-D***, but the transporter's biofilters are unable to screen out unidentified microbes now present in Riker's body; **Dr. Pulaski** beams down to Surata IV in order to assess the risk of infection. She takes the decision to bring Riker back to the ship for treatment.

Captain Picard visits Riker in sickbay. The microbes infecting his first officer cannot be removed surgically; they have fused with Riker's central nervous system.

Search for a cure

Data and La Forge beam back down to Surata IV to find samples for Pulaski. They discover the tendril-like plant that attacked Riker, carefully extract a sample, and return with it to sickbay. However, the specimen does not help Dr. Pulaski to find a way of killing the micro-organism without also destroying the nerves it inhabits.

As the infection spreads to his spinal column, Riker lapses into unconsciousness. The only way Pulaski can now keep her patient alive is by stimulating his neural pathways with electrical impulses. This procedure causes Riker to recall memories of warmth and friendship: meeting Data for the first time, flirting with **Guinan**, a trip to the pleasure world of **Rubicun III**, a number of romantic encounters.

But the memories cause the organism to spread more rapidly. Pulaski speculates that since different mental processes generate different chemicals, some types of brain endorphins might repel rather than attract the microbes. She changes the differential current pattern, and Riker begins to experience more troubling memories, including the death of Tasha Yar. The resulting pain and trauma help eradicate the infection from his nervous system. Riker returns to consciousness, and to full health.

STARSHIP FACTS

Other unpleasant memories experienced by Riker include his fight with the Klingon Klag, and his first encounter with the Ferengi.

ON SCREEN...

1 *On a routine survey mission of Surata IV, a previously unexplored planet, Commander Riker is pricked by a fast-moving plant that infects him with dangerous microbes.*

2 *The U.S.S. ENTERPRISE's transporters cannot screen the microbes out, but Dr. Pulaski does not think there is any risk of infection and is happy for Riker to return to the ship.*

3 *Data and Geordi collect a sample of the plant for Dr. Pulaski, but it gives her few clues as to how she can remove the microbes without harming Riker.*

4 *Riker experiences memories of happy experiences, such as visits to beautiful planets, and dates with beautiful women. This seems to stimulate the organism.*

5 *Dr. Pulaski speculates that if pleasant memories stimulate the organism, unpleasant ones, such as Riker's memory of Tasha Yar's death, may destroy it.*

6 *The doctor's hunch is correct, and Riker regains consciousness. Pulaski will run tests for residual memory loss, but he appears to be fine.*

FILE 70 STAR TREK: DEEP SPACE NINE

'Distant Voices'

When Dr. Julian Bashir is knocked unconscious by a telepathic attack, he finds himself trapped in a nightmare shaped by his own subconscious. Inside this dream world, facets of his personality are represented by his friends, but only he can fight his way free.

'DISTANT VOICES'

"'The bottom line is, Julian's in some kind of telepathically induced coma, and unless we can get him out of it he'll be dead in less than three hours."

– Dax to Sisko

Dr. Julian Bashir is approached by **Quark** and **Altovar**, a **Lethean** who wants to buy 200ml of **biomimetic gel**. The gel is a controlled substance, its sale strictly prohibited by **Federation** law. Bashir makes it clear that it isn't for sale at any price.

Bashir later returns to the infirmary to discover Altovar ransacking the shelves. He confronts the Lethean, but is rendered unconscious by a telepathic blast and wakes to find the infirmary half destroyed. There is no response from security or the computer, but he is distracted by distant voices.

Bashir makes his way to the bar, where he finds Quark cowering in a corner, convinced that Altovar intends to kill everyone on the station. The Lethean, in a fearsome rage, begins to wreck the place; Quark runs away.

Julian goes looking for the **Ferengi**, but meets **Garak** instead. As far as Garak can tell, ***Deep Space Nine*** has suffered a massive systems failure. Julian again hears whispering voices, but the **Cardassian** hears nothing. Bashir decides to search the Habitat Ring for senior crew members, while Garak goes to check out the Docking Ring.

In the Habitat Ring, Bashir is stalked by Altovar. He manages to fight off his pursuer and begins to make out the voices of **Kira**, **Dax**, **Odo**, and **O'Brien**.

Acting strangely

Julian follows the sound of the voices and finds his colleagues engrossed in argument; they barely notice him enter the room. Dax insists they should grab all available weapons and hunt down the Lethean. O'Brien argues for a more cautious approach, only to be accused of cowardice. Bashir, convinced his friends are acting very strangely, asks the computer to scan all occupants of the room for any anomalies. There is no response. Dax points out that Bashir's hair has turned gray; he appears to have aged 30 years in as many minutes.

Julian argues that their first priority should be to restore internal sensors. O'Brien takes the group to a nearby computer processing junction; the only salvagable system is the **subspace communications relay**. O'Brien finds it impossible to send a message out to **Bajor**, but he does pick up an audio signal coming from somewhere outside the station. Everyone hears Sisko, Kira, and Dax

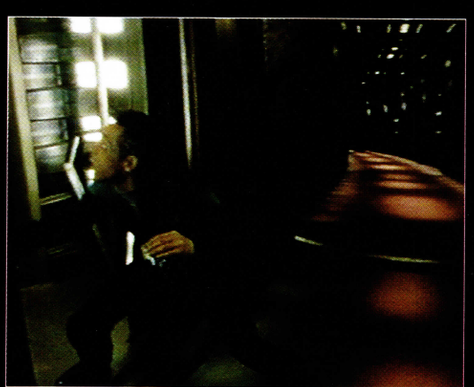
ON SCREEN...

1 ***Quark introduces Dr. Bashir to a Lethean who wants to buy biomimetic gel. He will not say why he wants the gel, and Julian is not interested in Quark's shady deals.***

2 ***Altovar will not take 'no' for an answer; when Bashir refuses to sell him the gel, he simply plans to steal it. But the doctor disturbs the attempted theft.***

3 ***Julian is knocked unconscious by the Lethean and awakes to find the infirmary ransacked. The computer and security system also appear to be damaged.***

4 ***Julian finds Garak, who thinks the station has suffered a systems failure. The doctor thinks he hears voices, but Garak hears nothing.***



5 ***Julian is stalked by Altovar, who tries to break through the roof of the turbolift. Luckily, he manages to leave the lift before his pursuer can reach him.***

6 ***Julian follows the sound of voices, which lead to his colleagues. They are arguing about what they should do next; Julian suggests restoring the sensors.***

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'Distant Voices'

discussing their inability to bring Julian out of a telepathic coma. When Bashir scans himself for brain activity, all he gets is low frequency delta waves. The voices are telling the truth; he really is in some kind of coma. When Bashir scans the others and gets no life sign readings at all, he speculates that everyone he's encountered is really just a figment of his unconscious imagination. Each represents a different aspect of his personality; the Lethean stands for the telepathic damage the real Altovar did to his mind. When O'Brien repaired the relay, they could hear what was happening in the real world, almost as if O'Brien 'fixed' Bashir's hearing. Julian suspects that if he repairs the station he will effectively repair himself, and will be able to wake from the nightmare.

Dax is suddenly captured by Altovar. Julian fails to rescue her, then abruptly finds himself playing a game of tennis with Garak. The Cardassian advises the increasingly aged Bashir to head for Ops, where he can get the main computer back online.

Making an escape

On his way, Julian finds **Sisko** treating the injured. He realizes that the commander represents professionalism and skill, and asks him to help in repairing the station. As they set out, Sisko is snatched away by a ghostlike figure who emerges through a wall. Julian flees, only to discover Kira murdered and Odo fatally wounded. Before Odo disintegrates, he instructs Bashir to reach Ops via the conduits.

Bashir meets up with Chief O'Brien, who offers his halfhearted help. After climbing through a series of conduits, O'Brien and Julian find themselves back on the Promenade. A video monitor displays Bashir's vital signs; he is slowly dying. In the bar, Quark is taking bets as to how much longer Julian will live. Separated from O'Brien, the ever more feeble Bashir falls to the ground outside. Garak arrives and grudgingly helps him to Ops.

Once there, Garak taunts Bashir until the doctor snaps back, then he metamorphoses into Altovar. The Lethean tells Julian he's always been a quitter; he gave up his first love, tennis, in order to become a doctor and please his parents, and he deliberately avoided being first in his class at med school. Altovar even insinuates that Bashir hasn't tried hard enough to romance Dax.

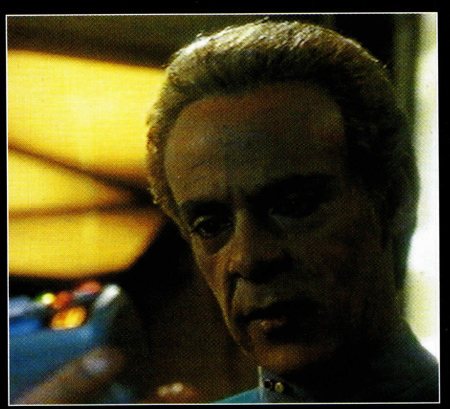
An angry but decrepit Bashir leaves Ops and reaches the infirmary, the nerve center of his unconscious world. Julian knows the Lethean has it all wrong; he may have been a good tennis player, but he's a great doctor. He's happy to have Dax as a friend, and glad he accepted the challenge of *Deep Space Nine*. Bashir manages to switch on the station's quarantine fields, eradicating all trace of Altovar. This works; he regains consciousness.

At lunch the next day, Julian tells Garak that the real Altovar tripped a security alert in the infirmary and barely got three meters before Odo arrested him. Normally, Lethean telepathic attacks are fatal; Bashir feels he was lucky to survive. Garak warmly responds: "Cardassians don't believe in luck, Doctor. You survived because you were strong."

STARSHIP FACTS

Bashir tells Garak that he finds Cardassian enigma tales too predictable for his taste – the suspects are always guilty.

ON SCREEN...



7 ***Julian scans himself for brain activity. The readings seem to back up his suspicion that he is in some kind of telepathic coma.***

8 ***Julian suspects that his 'colleagues' are actually just facets of his subconscious. As he tries to come to terms with this, Dax is captured by the Lethean.***

9 ***Bashir encounters Sisko treating injured crew members and civilians in a corridor. He decides to enlist his help, suspecting that Sisko is most likely a representation of his own professionalism.***

10 ***Julian is growing older and more feeble by the minute. If he does not escape soon, he will die. He collapses outside Quark's, but Garak appears and grudgingly helps him to Ops.***

11 ***Thankfully, Julian's plan to heal himself works. Back in the real world he slowly regains consciousness, to the relief of his friends and colleagues.***

12 ***A fully recovered Julian tells Garak that he thinks himself lucky to have survived the ordeal. Garak thinks his strength had more to do with it than luck.***

E continued

enzymatic induction Biological procedure attempted by **Mora** and **Bashir** while trying to stabilize the biomimetic functions of an infant Changeling in 2373. (*Starship Log:* 'The Begotten' [DS9]) ***SEE FILE 70***

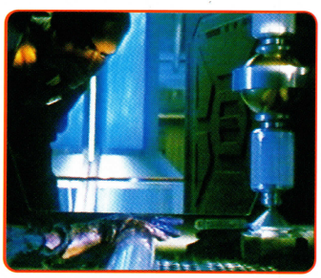
eosinophilia Medical condition in which the subject has an aberrantly elevated amount of certain leukocytes found in vertebrate vascular fluid. (*Starship Log:* 'The Host' [TNG]) ***SEE FILE 69***

EPI capacitor An electric circuit element, used in an emergency or power outage to activate a hatch without accessing the normal servomechanism. (*Starship Log:* 'Q-Less' [DS9]) ***SEE FILE 70***

epidellic lotion An emollient for the skin, used primarily by females. **Major Kira** once loaned a small spray bottle of it to **Dax**, and then allowed her to keep it. (*Starship Log:* 'The Circle' [DS9]) ***SEE FILE 70***

Epran One of the countless victims of the virulent **Teplan blight**. Epran died despite the best efforts of **Dr. Julian Bashir**, who waged a personal crusade to develop a vaccine for the disease. (*Starship Log:* 'The Quickening' [DS9]) ***SEE FILES 18, 43, 70***

EPS Common abbreviation for electroplasma system. The EPS is an integral element in propulsion, energy distribution, and environmental management on most **Federation** starships, and in various **Cardassian** facilities such as ***Terok Nor***. (*Starship Log:* 'The Forsaken' [DS9]; 'Meld' [VOY]) ***SEE FILES 64, 70, 71***



U.S.S. VOYAGER crewman Frank Darwin came to a grisly end in an EPS conduit after he looked at Lon Suder in a "funny way."

EPS conduits Part of many **Starfleet** vessels' environmental control systems. **Lon Suder** disposed of the murdered body of **Frank Darwin** in an EPS conduit aboard ***U.S.S. Voyager***. (*Starship Log:* ***Star Trek: First Contact***; 'Meld' [VOY]) ***SEE FILES 29, 70, 79***

EPS discharge Potentially dangerous emission of a power surge through a starship's impulse reactor. **Captain Picard**'s crew briefly considered using a controlled EPS discharge to escape from a **subspace** rift in 2370. (*Starship Log:* 'Force of Nature' [TNG]) ***SEE FILE 69***

EPS grids Power distribution circuitry. A fluctuation in ***U.S.S. Voyager***'s EPS grids, following the ship's encounter with a huge swarm of spacedwelling organisms, caused damage to the impulse engines. (*Starship Log:* 'Elogium' [VOY]) ***SEE FILE 71***

Dr. Bashir refused to believe that the Teplan blight could not be cured. He eventually found a way of protecting future generations, but this came too late for those already afflicted, such as Epran.

EPS power stabilizers Rebellious **Jem'Hadar** forces used purloined stabilizers from ***Deep Space Nine***'s power distribution network to reactivate the **Iconian portal** on **Vandros IV**. (*Starship Log:* 'To The Death' [DS9]) ***SEE FILES 59, 70***

EPS relay system Integral part of basic **Federation** power circuitry. **Seven of Nine** attempted to reconfigure the EPS relay system to administer a shipwide **neuroleptic shock** that would disable the parasitic **Srivani**, but **Tuvok** stopped her. (*Starship Log:* 'Scientific Method' [VOY]) ***SEE FILE 71***

EPS taps **Warp-drive modules** located on the power transformer conduits, which siphon excess electroplasma for electrical generation aboard the ship. (*Starship Log:* 'A Matter of Time' [TNG]) ***SEE FILE 69***

Epsilon 119 This inert star was reignited by the brilliant terraforming scientist **Gideon Seyetik** in 2370, during his ambitious experiments with protomatter. Professor Seyetik perished in the process. (*Starship Log:* 'Second Sight' [DS9]) ***SEE FILES 4, 7, 70***

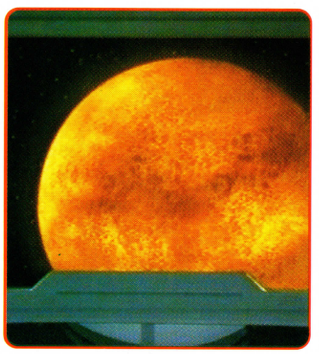
Epsilon Canaris III **Alpha Quadrant** planet, site of a critical peace conference in the face of an impending planetary war. **Commissioner Nancy Hedford** was fatally infected with **Sakuro's disease** here in 2267. (*Starship Log:* 'Metamorphosis' [TOS]) ***SEE FILES 3, 44, 68***

Epsilon Hydra VII Site of a Royal Museum, from which the explorer **Vash** has been barred, possibly due to certain questionable dealings with rare artifacts. (*Starship Log:* 'Q-Less' [DS9]) ***SEE FILE 70***

Epsilon Indi system In 2268, the ***U.S.S. Enterprise NCC-1701*** discovers planet **Triacus** here to be populated entirely by children who are dominated by a noncorporeal ancient marauder called **Gorgan**, the same being who killed the adults in the **Starnes Expedition**. (*Starship Log:* 'And The Children Shall Lead' [TOS]) ***SEE FILES 3, 58, 68***

enzymatic induction
eosinophilia
EPI capacitor
epidellic lotion
Epran
EPS
EPS conduits
EPS discharge
EPS grids
EPS power stabilizers
EPS relay system
EPS taps
Epsilon 119
Epsilon Canaris III
Epsilon Hydra VII
Epsilon Indi system
Epsilon IX Monitoring Station
Epsilon IX Sector
Epsilon Mynos system
Epsilon Pulsar Cluster
Epsilon Silar System
Epstein, Dr. Terence
Erabus Prime
Erib
Eric
Eris
Erko
ermanium
Ermat Zimm
erosene wind
Errikang VII
Erselrope Wars
Erstwhile

Major Kira lent Jadzia Dax a small bottle of epidellic lotion. She allowed Dax to keep it.



Epsilon 119 is reborn as a living star, thanks to the efforts and sacrifice of Professor Seyetik.

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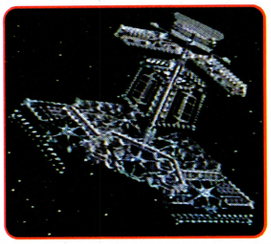


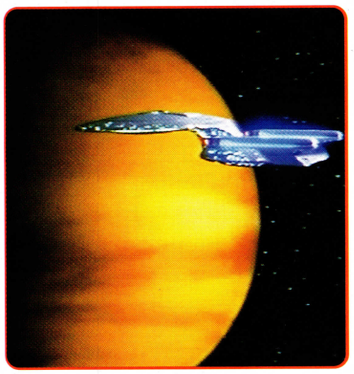
Epsilon IX Monitoring Station

Federation installation, the first to detect the approaching ***V'Ger*** life form in 2271. *V'Ger* destroyed the station as ***U.S.S. Enterprise NCC-1701*** crew members watched **Commander Branch** on their viewscreen. (*Starship Log:* ***Star Trek: The Motion Picture***) ***SEE FILES 32, 72***

EPSILON IX was one of the unfortunate victims of V'GER. The probe destroyed everything in its path in its attempts to catalog 'all there is to know'.

Epsilon IX Sector

The ***U.S.S. Enterprise NCC-1701-D*** was en route to this region to conduct an examination of the **Epsilon Pulsar** cluster when it was diverted to investigate a distress call of doubtful authenticity. (*Starship Log:* 'Samaritan Snare' [TNG]) ***SEE FILES 3, 69***



Epsilon Mynos system

Site of the legendary world called **Aldea**. In 2364, the ***U.S.S. Enterprise NCC-1701-D*** discovered that Aldea was an extant planet whose populace was suffering the severe effects of ozone damage. (*Starship Log:* 'When The Bough Breaks' [TNG]) ***SEE FILES 3, 69***

Aldea was usually hidden from view by a cloaking device, but its radiation rendered the Aldeans infertile.

Epsilon Pulsar Cluster

An assemblage of pulsars (puls[ating st]ar) in the **Epsilon IX Sector**, generally believed to be rotating neutron stars. The ***U.S.S. Enterprise NCC-1701-D*** was assigned to investigate the cluster in 2365. (*Starship Log:* 'Samaritan Snare' [TNG]) ***SEE FILES 4, 69***

Epsilon Silar System

Site of a **Satarran** ambush on the ***U.S.S. Enterprise NCC-1701-D***, which impaired the crew's brain functions and the ship's computer banks for a short period in 2368. (*Starship Log:* 'Conundrum' [TNG]) ***SEE FILES 40, 69***

Epstein, Dr. Terence

A professor at **Beverly** (**Howard**) **Crusher**'s medical school in the 2340s, an expert in the field of cybernetics. Dr. Crusher was anticipating seeing Epstein again in 2364. (*Starship Log:* '11001001' [TNG]) ***SEE FILES 43, 69***

Erabus Prime

One of the remote planets **Vash** explored with **Q** during 2367-9. After receiving a noxious insect bite, Q prevented her from succumbing to a potentially serious ailment. (*Starship Log:* 'Q-Less' [DS9]) ***SEE FILES 44, 70***

Erib

An **Andorian** friend and classmate of **Julian Bashir**'s at Medical School. **Elizabeth Lense**, their class valedictorian, mistook the two men for each other for several years. (*Starship Log:* 'Explorers' [DS9]) ***SEE FILES 43, 70***

Eric

Male child aboard the ***U.S.S. Enterprise NCC-1701-D***, the son of a crew member. In 2370, Eric made masks with **Commander Data**, and was noticed by the **Iyaaran** diplomat **Loquel**. (*Starship Log:* 'Liaisons' [TNG]) ***SEE FILE 69***

Eris

A **Dominion** operative. Eris was the first **Vorta** individual **Benjamin Sisko** ever saw. Eris helped Sisko and **Quark** escape from **Jem'Hadar** custody as a ruse to aid her espionage against the **Federation**. (*Starship Log:* 'The Jem'Hadar' [DS9]) ***SEE FILES 16, 58, 70***

Eris pretended she was a prisoner of the Dominion. She intended to spy on the Federation.

Lwaxana Troi was beginning to realize that marrying Minister Campio was a mistake. When she turned up naked for their wedding, he agreed with her.

Erko

As the authority on **Kostolain** protocol for **Minister Campio**, Erko opposed the Minister's intended marriage to **Lwaxana Troi**, whom he felt would not faithfully observe the exacting formalities and customs of Kostolain society. (*Starship Log:* 'Cost Of Living' [TNG]) ***SEE FILES 18, 58, 69***

ermanium

Advanced metal compound used in the framework of **Starfleet** shuttlecraft. (*Starship Log:* 'Final Mission' [TNG]) ***SEE FILES 30, 69***

Ermat Zimm

Bajoran visual artist. His rendering of ***Deep Space Nine*** was prominent on some inscription pens **Quark** was peddling for use on **Bajoran Renewal Scrolls** in 2371. (*Starship Log:* 'Fascination' [DS9]) ***SEE FILE 70***

erosene wind

The gentle, sensual '**dawn zephyr**' which arrives at daybreak on planet **Alastria**. It is known to inflame sexual desire and cause rapture. **Harry Kim** almost succumbed to these 'passion winds' with **Eudana** in 2371. (*Starship Log:* 'Prime Factors' [VOY]) ***SEE FILES 43, 71***

Errikang VII

During her adventures with **Q**, **Vash** claimed that he seriously endangered her life on this planet. (*Starship Log:* 'Q-Less' [DS9]) ***SEE FILE 71***

Erselrope Wars

Historical hostilities that the legendary weapons traffickers from the noncombatant planet of **Minos** exploited by marketing numerous armaments to both antagonists. (*Starship Log:* 'The Arsenal of Freedom' [TNG]) ***SEE FILES 6, 69***

Erstwhile

The small cargo ship used by **Thadiun Okona** during his nomadic celestial travels. The ***U.S.S. Enterprise NCC-1701-D*** helped repair the *Erstwhile*'s guidance system in early 2365. (*Starship Log:* 'The Outrageous Okona' [TNG]) ***SEE FILES 40, 69***

The small ERSTWHILE has only a single crew member, Thadiun Okona. When the U.S.S. ENTERPRISE encountered him in 2365, he used the ship to ferry messages between young lovers from races who were bitter rivals.

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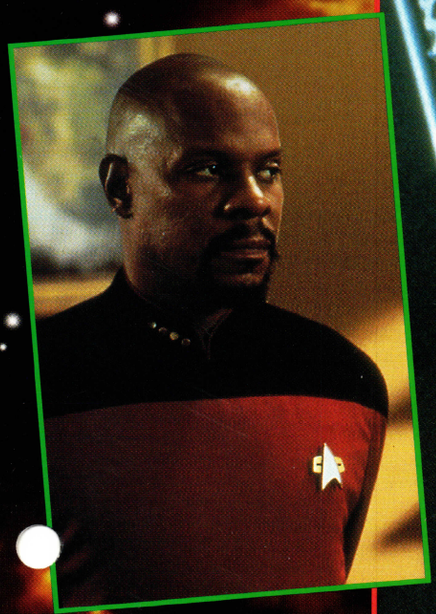

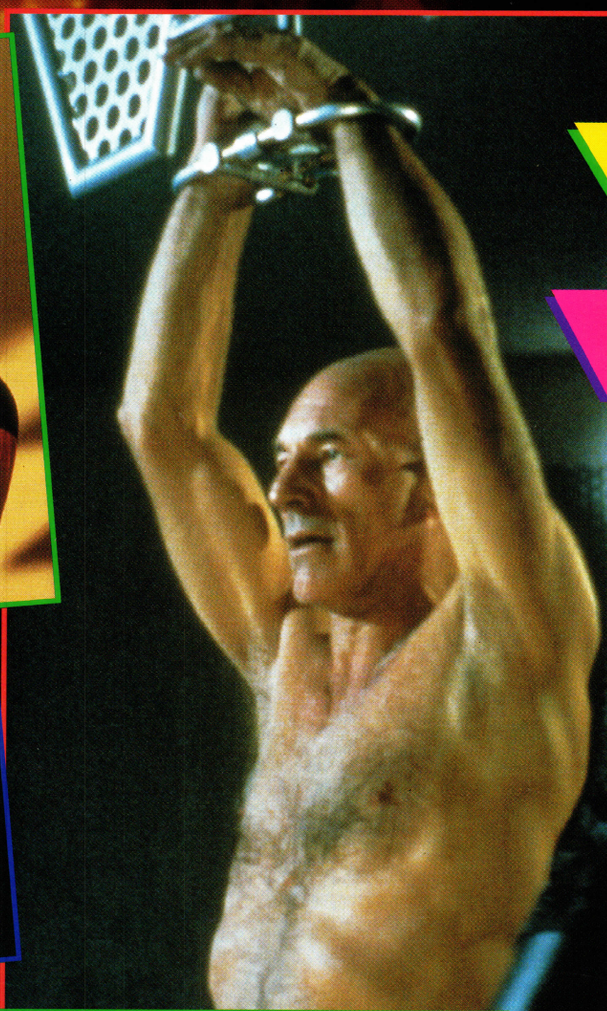

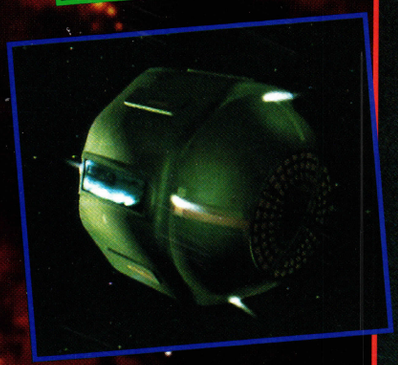

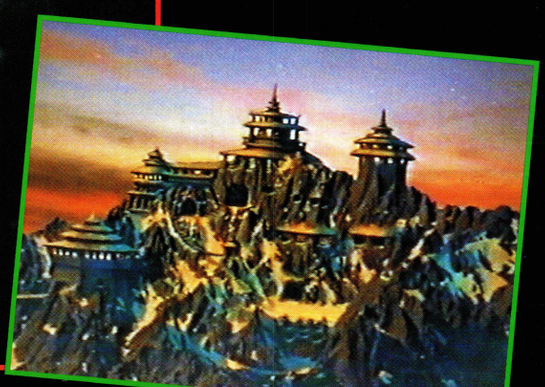

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The Guide to the STAR TREK Galaxy

FILE 3 CARD 311

CHARTING THE GALAXY

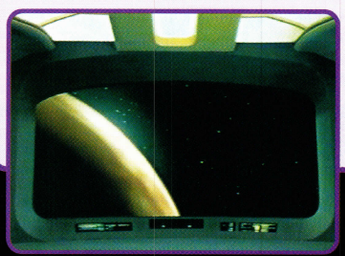
ALPHA QUADRANT

CHARTING THE GALAXY

TORONA IV — CLASS: UNKNOWN

Home to an insectoid race known as the **Jarada** who insist on a strict language protocol being followed before they will open any dealings with other races. The **Federation**, which has been trying to reestablish communications with the Jarada for two decades after a word was mispronounced in a greeting, finally make successful contact in 2364 when **Captain Jean-Luc Picard** of the ***U.S.S. Enterprise NCC-1701-D*** addresses them faultlessly.

The **Pakleds**, who steal technology from other races, are in possession of Jaradan equipment on their ship when the *Enterprise* encounters them in 2365.



Torona IV is home to one of the Galaxy's more protocol conscious races, the Jarada. The Federation has been trying to establish relations with them for years due to their strategic location.

TRIACUS — CLASS-M PLANET

Triacus resembles Earth in its physical appearance from space. The planet below, however, harbors an evil entity ready to take over the Galaxy.

A rocky planet on the surface that is a blue-green color when seen from orbit, **Triacus** is a **Class-M** planet with large bodies of water and continental land masses.

According to legend, it is believed that Triacus was once home to a band of ruthless marauders who wreaked destruction wherever they went, including the **Epsilon Indi** system. The marauders were ultimately wiped out by the people they had attacked. The legend states that the evil survived on Triacus and will one day rise again and cause destruction throughout the Galaxy.

In 2268, **Starfleet** sends the **Starnes Expedition**, led by **Professor Starnes**, to Triacus. The world initially seems perfectly habitable, but the adults in the expedition begin to suffer from extreme emotional distress and soon commit mass suicide by ingesting **cyalodin**. The children remain curiously unaffected and seem undisturbed by their parents' deaths. When the ***U.S.S. Enterprise NCC-1701*** responds to a distress call, the crew discover that the children are being manipulated by a life form known as **Gorgan** which forced their parents to kill themselves. Gorgan is destroyed aboard the *Enterprise*.

When the U.S.S. ENTERPRISE visits Triacus, the landing party is amazed to find the children from the Starnes Expedition playing among the bodies of their dead parents.

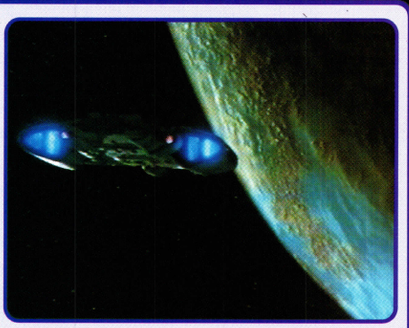
TRACKEN II — CLASS-M PLANET

This planet, located in the **Demilitarized Zone**, is home to a rebel **Maquis** base in 2373. Maquis leader and former **Starfleet** officer **Michael Eddington** uses **Tracken II** as a base of operations when he launches a series of successful operations against the **Cardassians**. He is brought out of hiding by **Captain Benjamin Sisko**, who threatens to disperse deadly **trilithium** into the atmosphere, making the planet unsuitable for human life for 50 years. Eddington makes what he considers a heroic sacrifice, and surrenders to Sisko rather than see the planet poisoned.

Eddington decides that Tracken II is ideal for a Maquis base. Rather than see this world ruined and his people flushed out, he surrenders to Sisko.

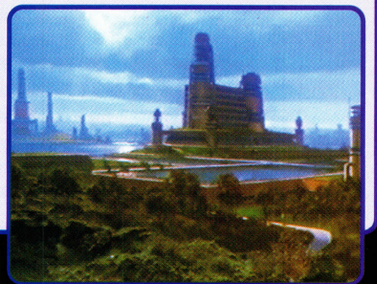
TRILL HOMEWORLD — CLASS-M PLANET

A lush planet with purple oceans and magnificent geological and natural formations, including the **Tenaran ice cliffs**; the **Trill homeworld** is home to the Trill race. The population is mostly humanoid and some have distinguishing symmetrical markings on the body, beginning at the bottom of one leg and traveling to the top of the head and back down the other side of the body.



The Trill homeworld is made up of continental land masses and large bodies of water. Some Trills belong to a joined species composed of two beings enjoying a symbiotic existence.

Some of the humanoid population act as hosts to another species native to the planet, a vermiform symbiont that resides in an abdominal sac of the host. Although half the Trill humanoids are capable of being joined with a symbiont, only 10 percent are actually joined because of the limited number of symbionts. It is considered a great honor to be joined, and competition is fierce.



Trill cities are elegant and set in lush surroundings, on a fertile and beautiful planet.

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The Guide to the STAR TREK Galaxy

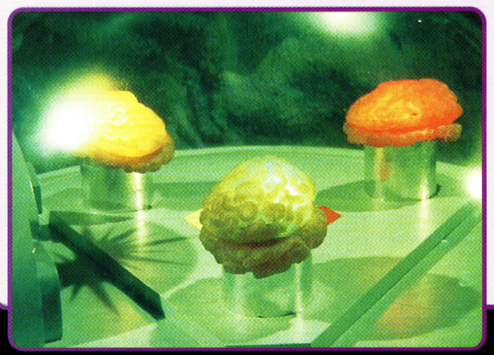
FILE 3 CARD 311

ALPHA QUADRANT

TRISKELION — CLASS-M PLANET

This **Class-M** world, located in the **M24 Alpha** star cluster, is home to three disembodied brains called the **Providers**. The Providers were once humanoid, but long ago they evolved beyond the need for physical bodies, and live in small glass domes inside a cave. They amuse themselves by betting on gladiatorial competitions between humanoids they have transported against their will to **Triskelion**. The captives brought to the planet are called **thralls**, and they are supervised and trained by longer serving prisoners called **drill thralls**. The loyalty of all thralls is maintained by rings placed around their necks that inflict pain on the wearer if they try to escape.

In 2268, **Captain James T. Kirk** of the ***U.S.S. Enterprise NCC-1701*** and two of his fellow officers, **Lieutenant Uhura** and **Ensign Pavel Chekov**, are captured by the Providers. Kirk eventually wins a wager with the Providers and forces them to educate the thralls to govern themselves.



The Providers have evolved beyond the stage where they have mobile bodies, and they regard their captives as inferior species.

The fighting arena for the Triskelion thralls is hexagonal, with a distinctive pattern fanning out from the center. Here, thralls must defend themselves or die at the hands of others. Training by drill thralls also takes place here.

TROYIUS — CLASS-M PLANET

Outer world of the **Tellun star system**, **Troyius** is a planet rich in **dilithium** deposits. This makes Troyius of strategic interest to both the **Federation** and the **Klingon Empire**, both of whom claim it is in their jurisdiction. From space, the planet appears blue, indicating oceanic bodies, and brown, indicating continental land masses. Troyians are well mannered, green-skinned humanoids who have been at war with the nearby planet of **Elas** for many years. By 2268 the two planets have weapons of mutual destruction and, to prevent a devastating war, **Elaan**, the **Dohlman of Elas**, is offered as a peace bride to the Troyian ruler. Both the **Elasian Council of Nobles** and the **Troyius Tribunal** jointly agree that **Ambassador Petri** from Troyius should make Elaan acquainted with his people's traditions during her journey to Troyius aboard the ***U.S.S. Enterprise NCC-1701***.

Petri, the Troyian ambassador assigned to escort Elaan to Troyius, is perplexed by her rude behavior. Troyians are a civilized people who value good manners.

TYCHO IV — CLASS-M PLANET

Class-M planet that is the home of an aggressive, noncorporeal **dikironium cloud creature** that can change its molecular structure. The creature is first recorded when the ***U.S.S. Farragut*** visits the **Tycho system** in 2257. Although **Tycho IV** is its home planet, the cloud creature can exist in interstellar space. Large parts of the planet are damaged by a massive antimatter explosion in 2268 when **Captain Kirk** destroys the cloud creature.

TURKANA IV — CLASS-M PLANET

Located in the **Turkana system**, **Turkana IV** is a desolate planet that has been all but ruined by its humanoid inhabitants and their infighting, which began in approximately 2337. A pastel light green and purplish hue when viewed from space, Turkana IV is less appealing when seen at surface level; all the buildings have been destroyed by years of conflict. Although the planet is an Earth colony, it severs relations with the **Federation** in 2352, and the last contact with the planet is in 2361.

With the surface destroyed, the people of Turkana IV now live in subterranean complexes that extend up to three kilometers beneath the city, in pyramid-like structures. This subterranean city is controlled equally by two groups, the **Alliance** and the **Coalition**, the two strongest groups to emerge after the fighting. Each group is implanted with **proximity detectors** that warn them of approaching enemies; these have reduced the fighting to minor skirmishes. The Coalition considers the Alliance to be ruthless, as their hostages are never returned alive. The Alliance currently operates with two main headquarters and 13 ancillary bases of operation, all underground and all heavily guarded. ***U.S.S. Enterprise NCC-1701-D*** crew member **Tasha Yar** was born on the planet in 2337.

All that remains on the surface of Turkana IV are hollow shells of buildings, debris, and dirt. Now, the population has moved underground.

THE CARDASSIAN UNION

CARDASSIAN TORTURE

THE CARDASSIAN UNION

The **Cardassians** have elevated torture to an art. Their inquisitors have proved that, with the right approach, even the strongest individual can be completely broken.

Cardassians consider torture to be an essential part of any information-gathering process. In fact, torture is so accepted in Cardassian culture that children are often invited to watch various techniques of physical and mental persecution as part of their social upbringing.

However brutal, torture is not simply a crude tool for uncovering information. To the Cardassian mind, it is inextricably linked to the ideas of justice and punishment.

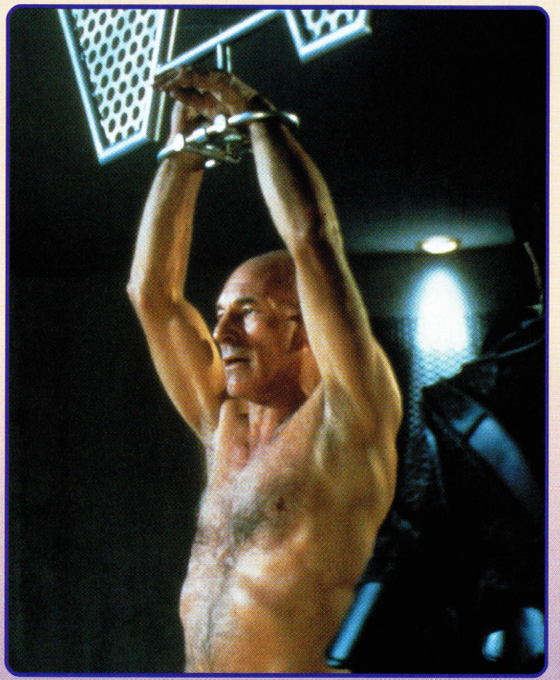
To understand this philosophy, it is necessary to appreciate the Cardassian concept of justice. Their rule is quite simple; the accused is guilty until proven innocent. The trial is not used to reveal the truth – that has already been determined – but rather to demonstrate the futility of behavior contrary to good order.

Violent justice

According to this system of belief, everyone who is detained is guilty. Therefore torturing, or punishing, them is perfectly acceptable. As far as Cardassians are concerned, enemies of the state deserve no mercy.

The Cardassians do not only torture their own citizens; they also torture their enemies, even though this is in clear contravention of the **Seldonis IV Convention Accord**, which produced the interstellar treaty governing the treatment of prisoners.

The Cardassian inquisitor attempts to completely break a prisoner's sense of reality and to destroy his or her belief in even the most basic truths. The procedure is always the same: study your enemy's patterns of

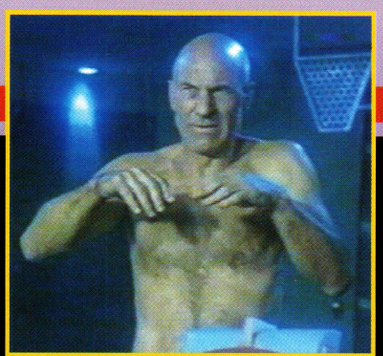


Cardassians continue to employ torture methods, even though torture has proved to be an unreliable means of gathering information.

PAIN AND KINDNESS

Total destruction

Cardassians believe that anyone can be broken. As Gul Madred's interrogation of Captain Picard shows, the purpose of the torture is to completely destroy an enemy's sense of reality, and is used as a means of gaining control as well as gathering information.



Madred attempts to deprive Picard of his dignity and even his identity. He refers to the captain only as "human".

Madred shines four bright lights at Picard. All the captain has to do to win his freedom is say there are five lights.

The process of torture involves creating a bond between the two men that will allow Picard to break rather than die. Madred feeds Picard, and praises him.

Madred relishes torturing Picard. He believes that the Federation officer presents him with a greater challenge than he has faced for several years. At points in the interrogation, Picard even seems to have the upper hand.

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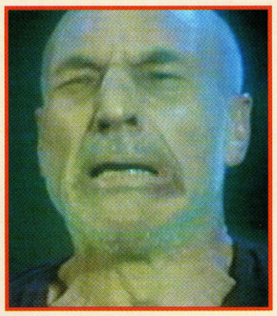
CARDASSIAN TORTURE

THE CARDASSIAN UNION

THE CARDASSIAN UNION

Gul Madred is determined to strip away everything that gives Picard strength. During the interrogation, he repeatedly inflicts pain on the captain, but at other times he seems kind and concerned.



Picard uses positive memories to help endure the pain, but ultimately he cannot resist. Madred convinces him that his resistance is futile, and Picard almost gives in.

Not all Cardassians are as skilled at torture as Gul Madred. When the Cardassian military captures Bill Samuels, one of the first members of the Maquis to attack the Cardassians, they torture him, and he makes a full confession. But he also dies in custody, something that Gul Dukat considers to be inexcusable.

behavior, and routines – then use them to destroy him. **Gul Madred**'s treatment of **Captain Picard** is a classic example of how the the system operates.

During the first stage of the interrogation, Madred attempts to use drugs to force Picard to give him information. When this fails, he tells Picard he wants to offer him the chance to make what follows as "civilized" as possible. Of course, Picard refuses to cooperate, but Madred is now able to tell the captain that he chose what follows.

The next stage is to destroy Picard's sense of identity. Madred and two guards strip the captain. Without clothes or dignity, he is locked into a device that forces him to stand upright in the center of the interrogation room; his feet barely touch the ground. He remains there all night until Madred releases him in the morning.

Madred uses pain and the possibility of relief to break Picard. While he is under the influence of the drugs, Picard is implanted with a device that can inflict pain in any area of his body when a button on a remote device is pressed. The pain level is quite severe, even at its lowest setting.

Unbearable torment

Madred demonstrates the device at once, and asks Picard how many lights he sees. There are four, and Picard says that there are four. He is then inflicted with almost unbearable pain several times by the implant; Madred tells him all he has to do is admit there are five lights, and the pain will stop.

Later Madred tells Picard he is impressed that he has not broken, and that he is free to go; Madred will now torture **Dr. Crusher** instead. Picard decides to protect her by staying. As Madred says, he chooses to stay.

Picard is offered a raw **taspar egg** to eat. The raw egg is revolting, but Picard eats it. Madred smiles, revealing how, as a child, he once relished such a meal while surviving on the streets of Cardassia. This begins to form the bond between the inquisitor and his victim.

Cardassia decides to release Picard, but Madred is determined to complete his work. He tells Picard that the Cardassians have destroyed the ***U.S.S. Enterprise NCC-1701-D*** and won a crushing victory over the **Federation**. He says Picard could have prevented all his suffering without any effect on what has happened.

Picard now has a choice; he can stay with Madred or, if he will only say that there are five lights, he can live a life of ease and reflection. Picard stares at the lights for a long time but, before he can answer, the guards come to release him. When he realizes what is happening, Picard tells Madred that there are four lights. But later, aboard the *Enterprise*, he admits that even though he now knows it wasn't true, he did see five lights.

GALAXY FACT

Some Obsidian Order operatives are fitted with a device that allows them to flood their brains with endorphins so that they cannot feel pain. This is to help them to resist torture, but on *Deep Space Nine* former operative Elim Garak uses the device to make his life aboard the station more bearable.

A ROUTINE PROCEDURE

Experts in pain

Torture is commonplace in Cardassian society, but Obsidian Order operatives consider themselves to be the most skilled inquisitors in the Cardassian Union. Garak demonstrates his skill when he and Odo are on a Romulan ship en route to attack the Dominion; Garak tortures Odo to prove his own loyalty to Enabran Tain. The only purpose of the interrogation is to break Odo and force him to tell Garak his deepest secret.

When Garak briefly rejoins the Obsidian Order, he tortures Odo to force him to reveal his most profound secret.

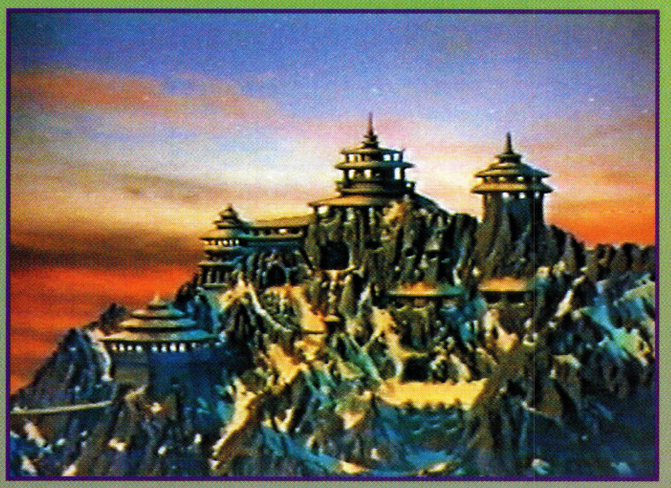
Prisoners are treated as guilty before they are tried. They are often tortured without any justification at all.

THE KLINGON EMPIRE

BORETH

THE KLINGON EMPIRE

Boreth is the spiritual center of the **Klingon Empire**. It is a place of pilgrimage for many **Klingons**, who believe that one day the legendary **Kahless** will return here to unite the Empire and lead it to glory.



The clerics on Boreth live in a monastery perched high on a desolate mountain. Many Klingons make pilgrimages to the monastery.

The **Class-M** planet **Boreth** is the most sacred place in the **Klingon Empire**. According to legend, it is the place where **Kahless the Unforgettable** will return from **Sto-Vo-Kor** and unite the Klingon people. It is a place of pilgrimage, and many **Klingons** visit the planet to seek spiritual guidance.

Boreth is a dark, desolate world which is shrouded in a thick layer of clouds. The most important building on the planet is the monastery established by the Followers of Kahless; it is situated high on the tallest mountain of Boreth, in a landscape that is is treeless, rocky, and covered with snow.

Klingon clerics

The monastery is home to a group of clerics. In 2369, the head cleric is called **Koroth**; like the other senior clerics, he wears a robe that is part ceremonial garment and part battle armor.

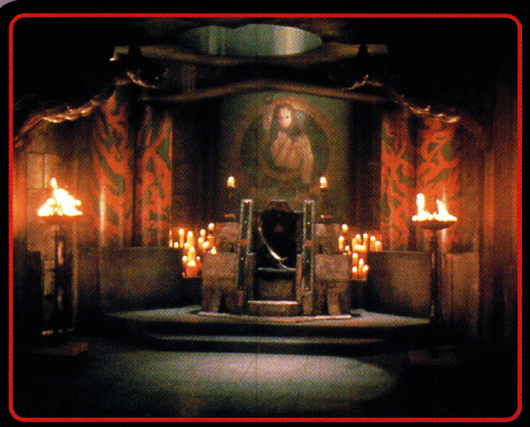
The clerics have been on Boreth for centuries, waiting for Kahless to return. They have very little influence on the way that the Klingon Empire is governed, and the leader of the **Klingon High Council** does not need their support.

The clerics are responsible for teaching others about the sacred texts, which record the wisdom of Kahless, and for guiding the many visitors to their planet.

The pilgrims visiting Boreth try to enter a visionary state, in which their greatest hope is to see a vision of Kahless himself. In order to do this, the pilgrims fast and attend a number of ceremonies. Typically, male and female pilgrims sit in small groups of no more than eight, cross legged on the ground with their eyes closed, around a ceremonial stone fire pit.

The pilgrims dress in traditional Klingon robes and recite mantras, pray, and meditate. They are usually observed, or joined, by one of the clerics, who will help to provide an interpretation of any visions. Smoke fills the air of the cave; a multitude of

WAITING FOR KAHLESS

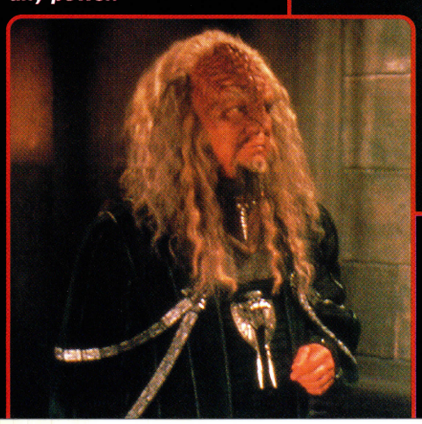


The monastery's central hall is dominated by images of Kahless. Everything is prepared for his return. His portrait hangs over a large throne, and a bat'leth is waiting for him.

In the late 2360s, the head cleric on Boreth is called Koroth. He is deeply disturbed about the moral state of the Klingon Empire and is opposed to Gowron's regime, but his position does not give him any power.

Holy place

The Klingons have been waiting for Kahless to return for more than 1500 years. Every Klingon is taught the Story of the Promise as a child, and many of them fully expect Kahless to appear on Boreth. Everything in the monastery is ready for his arrival. The clerics even have a test that they can use to verify the identity of anyone, or anything, claiming to be Kahless. The story of how Kahless made the first bat'leth was not recorded in the holy texts, but was passed down among the high clerics; only they and Kahless know the details.



In 2369, visitors to Boreth are amazed when Kahless appears to return. Eventually, it is revealed that this Kahless is actually a clone, but he is such an important figurehead that he is given the title of Emperor.

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THE KLINGON EMPIRE

BORETH

THE KLINGON EMPIRE

Visitors to Boreth hope to have a vision of Kahless. The most powerful visions foretell that a warrior is going to earn a place in Sto-Vo-Kor, with the honored dead.

The pilgrims stoke the flames until the temperature is almost unbearable. The pilgrims also fast in their attempt to achieve a vision.

Klingons who are trying to enter a visionary state use a circular fire pit that burns with an intense flame. The fires produce a lot of heat and smoke.

The rooms on Boreth are plain and simple. They are constructed from stone and make no concessions to the visitor's comfort.

GALAXY FACTS

- **Although the monks on Boreth have some artifacts that were owned by Kahless, others were lost a thousand years ago in the Hur'q invasion. Others are still kept on the Klingon homeworld.**
- **Worf visits Boreth after the destruction of the *U.S.S. Enterprise NCC-1701-D*.**
- **Boreth is not the only place Klingons seek visions; the same rituals can be used anywhere.**

candles burn throughout the cave and the intense heat causes all the participants to sweat profusely. Water is constantly ladled onto the flames in order to create more steam and smoke.

The pilgrims stare through the smoke into the flames of the ceremonial fire; it is through this process that they seek a vision of Kahless. Often the object of their vision quest is to know if their place in Sto-Vo-Kor, among the honored dead, is assured.

Ancient promise

The reason that Boreth is so significant to the Klingons is recorded in the **Story of the Promise**. According to this legend, after Kahless the Unforgettable had united the Klingon people and given them the laws of honor, he saw that his work was done. He gathered his belongings and went to the edge of the city to say goodbye. The people wept, because they did not want him to go. Kahless told them, "You are Klingons. You need no one but yourselves. I will go now to Sto-Vo-Kor. But I promise one day I will return." Then Kahless pointed to a star in the sky and said: "Look for me there, on that point of light."

That promise was made over 15 centuries ago. Since then, the Followers of Kahless have established the monastery on Boreth – one of the planets that circles the star to which Kahless pointed.

Kahless's monastery

The monastery complex itself is composed of at least five separate buildings, like pagodas, in the elaborate traditional Klingon style of architecture.

Life at the monastery is extremely simple. Even though the Klingons had advanced technology by the time they reached Boreth, the buildings are built out of blocks of stone and the heavy doors are made of wood.

Like all Klingon quarters, the personal chambers for those staying at the monastery are very plain and simple. They consist of an unadorned spartan room with a single hard bed, a bench, and a crude chest. Like all of the monastery, the chambers are lit by wall sconces that burn oil.

Pilgrims to the monastery bring very few personal items with them. The rough hewn chest is available to store significant personal and religious items. The door to the chamber is made of thick, heavy wood with iron fittings but no locks. Small windows are set high on the walls, allowing light into the chamber but not distracting anyone who has come to meditate.

The monastery's main temple is more like a war room than a church. Various forms of weapons are on display everywhere, and Klingon banners and emblems adorn the walls. There are a few simple benches near the rear of the room. One end is dominated by a single ornate chair mounted on a raised platform. A **bat'leth** sits on this chair; above it, high on the wall, hangs a heroic rendering of Kahless, standing alone.

Visitors to the monastery sometimes eat communal meals with the clerics in the hall, on simple wooden tables and benches. The hall also serves as the venue for celebrations.

Perhaps the most important locations in the entire monastery are the lava caves, located beneath the buildings and deep inside the mountains. The caves are rough hewn from the indigenous rock, and steam steadily rises from natural vents in their floors.

The monks on Boreth dress in simple clothing and wear their hair loose. Visitors wear similar clothes.

It is within these caves that many Klingon pilgrims come seeking spiritual guidance and enlightenment.

False hope

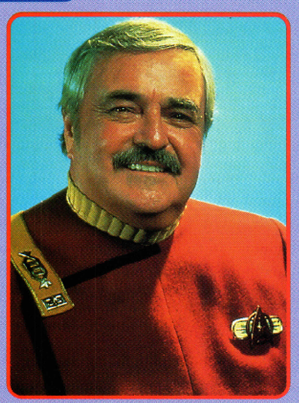
In the 2360s, the clerics on Boreth become convinced that they must act to save the Klingon Empire from moral decay. In order to do this, they use an organic sample from the real Kahless to create a clone in a secret laboratory on Boreth. They try to convince the Klingons that Kahless has really returned, and even though the truth is revealed, the clone eventually becomes the ceremonial Klingon Emperor. Despite the clone's existence, many Klingons still visit Boreth in the hope that the real Kahless will one day return.

STARFLEET ACADEMY | PERSONNEL

STARFLEET CAPTAINS

CAPTAIN SCOTT

Former chief engineer of the ***Constitution***-class starship, ***U.S.S. Enterprise NCC-1701***, **Montgomery Scott** is promoted to captain of engineering of the experimental **transwarp** starship, the ***U.S.S. Excelsior***, in 2285. Captain Scott has made important contributions to **Starfleet**'s engineering manuals.



Captain Scott is never happier than when he is in the engineering room of his beloved U.S.S. ENTERPRISE.

STARSHIP LOG: STAR TREK III: THE SEARCH FOR SPOCK

CAPTAIN SILVESTRI

Commanding officer of the **Federation** ship ***Shiku Maru***. In 2268, **Silvestri** makes first contact with a spacefaring race known as the **Tamarians**. Due to insurmountable language barriers, he is unable to establish meaningful communication.

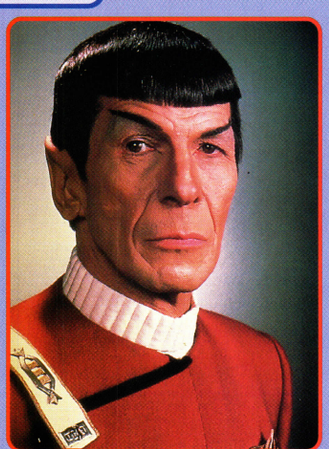
STARSHIP LOG: 'Darmok' (TNG)

CAPTAIN SPOCK

Born in 2230 on the planet **Vulcan** to a human schoolteacher named **Amanda Grayson** and her Vulcan diplomat husband **Sarek**, Spock is the first Vulcan in **Starfleet**. He serves for more than 11 years with **Captain Pike** on board the ***U.S.S. Enterprise NCC-1701***. After Pike turns over command to **James T. Kirk** in 2265, Spock stays on as science officer and, later, first officer for the remainder of Kirk's five-year mission.

After a leave of absence during which he pursues the Vulcan discipline of **Kolinahr**, Spock returns to Starfleet in 2271. He is promoted to captain and placed in command of the *Enterprise*, which is now a training vessel at **Starfleet Academy**.

In 2285, Spock is killed while trying to save the *Enterprise*, but is resurrected through a combination of the regenerative nature of the **Genesis Planet** and the successful retrieval of his spirit, or **katra**, from the mind of **Dr. Leonard McCoy**. In 2293 he is instrumental in opening peace talks with the **Klingon Empire**.

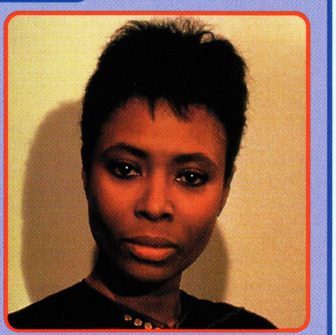


Spock never sought the command of a starship, but he excels as both a teacher and a diplomat.

STARSHIP LOG: STAR TREK II: THE WRATH OF KHAN

CAPTAIN SCOTT

Tryla Scott is the youngest **Starfleet** officer to reach the rank of captain. In 2364 she learns about the alien creatures who are attempting to overthrow the **Federation** by infiltrating **Starfleet Command**.



Captain Scott is a well known and much admired officer, who commands the U.S.S. RENEGADE NCC-63102.

STARSHIP LOG: 'Conspiracy' (TNG)

CAPTAIN SHUMAR

Commander of the ***Daedalus***-class starship ***U.S.S. Essex***, registry number ***NCC-173***. In 2167, **Shumar** dies along with all 229 crew members when the *Essex* is destroyed while exploring a **Class-M** moon orbiting the planet **Mab-Bu VI**. A group of noncorporeal criminals from the **Ux-Mal** system are responsible for the electromagnetic storm that causes the disaster.

STARSHIP LOG: 'Power Play' (TNG)

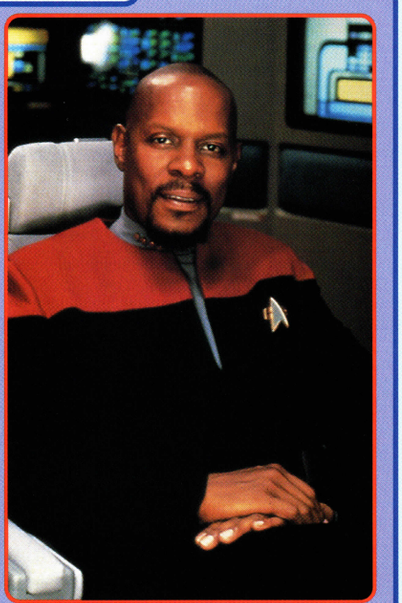
CAPTAIN SISKO

Captain Benjamin Lafayette Sisko was born and raised in New Orleans on Earth. His early career included serving aboard the ***U.S.S. Livingston*** and as executive officer aboard the ***Miranda***-class ***U.S.S. Saratoga***.

After Sisko loses his wife at the **Battle of Wolf 359**, he accepts an assignment to the **Utopia Planitia Fleet Yards**. In 2369 he takes command of the space station ***Deep Space Nine***. He receives his promotion to captain in 2371 in recognition of his outstanding service.

In 2373 Sisko is made **Admiral Ross**'s adjutant and helps to develop strategy in the war against the **Dominion** before he returns to his posting at *Deep Space Nine*.

The people of the planet **Bajor** believe Captain Sisko is their sacred **Emissary** after he makes contact with mysterious beings who dwell inside the **Bajoran wormhole**, in 2369.



Captain Sisko holds one of the most important posts in the Federation. DEEP SPACE NINE is in the front line of the war with the Dominion and its Cardassian allies.

STARSHIP LOG: 'The Adversary' (DS9)

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STARFLEET CAPTAINS

CAPTAIN STYLES

Commander of the experimental ***Excelsior***-class starship, ***U.S.S. Excelsior NX-2000***, during test runs in 2285. Styles attempts to stop **Captain James Kirk** from stealing the ***U.S.S. Enterprise***, but is stopped by **Captain Scott**'s sabotage of the *Excelsior*'s **transwarp** engines.

Captain Styles commands the U.S.S. EXCELSIOR while it is being used as a testbed for experimental transwarp technology in the 2280s.

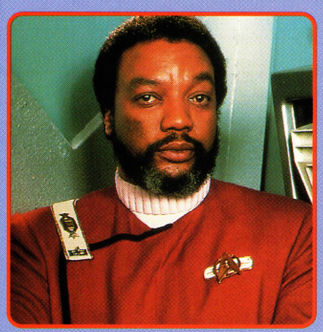
STARSHIP LOG: STAR TREK III: THE SEARCH FOR SPOCK

CAPTAIN TAGGART

Commander of the ***Excelsior***-class ***U.S.S. Repulse NCC-2544***. **Dr. Katherine Pulaski** serves with him before transferring to the ***U.S.S. Enterprise NCC-1701-D*** in 2365.

STARSHIP LOG: 'Unnatural Selection' (TNG)

CAPTAIN TERRELL



Clark Terrell is the captain of the ***Miranda***-class ***U.S.S. Reliant NCC-1864*** in 2285, when it is assigned to **Project Genesis**. He is captured by **Khan Noonien Singh** and dies while attempting to fight off the effects of a **Ceti eel**, which Khan had used to control him.

Captain Terrell kills himself rather than attack Kirk and his companions.

STARSHIP LOG: STAR TREK II: THE WRATH OF KHAN

CAPTAIN VARLEY

Captain of the ***U.S.S. Yamato NCC-71807***. He is killed when his ship is destroyed in 2365 by an **Iconian** device that rewrites computer software.

Donald Varley is an amateur archeologist who finds the legendary Iconia.

STARSHIP LOG: 'Contagion' (TNG)

CAPTAIN ZIMBATA

Captain of the ***Constellation***-class ***U.S.S. Victory NCC-9754***, and **Geordi La Forge**'s commanding officer in the early 2360s.

STARSHIP LOG: 'Elementary, Dear Data' (TNG)

CAPTAIN SULU

A portrait of Captain Sulu still hangs in Starfleet Command in the 2370s. He manages to combine a successful career with a family – his daughter, Demora, also joins Starfleet.

Captain Hikaru Sulu is born in 2237 in San Francisco on Earth. He serves as the helmsman on board the ***U.S.S. Enterprise NCC-1701*** and its successor, the ***U.S.S. Enterprise NCC-1701-A***, under the command of **Captain James T. Kirk** before taking command of the ***U.S.S. Excelsior NCC-2000*** in 2290. His first assignment is a three year mission cataloging gaseous anomalies in the **Beta Quadrant**. He plays an important part in exposing the conspiracy to disrupt peace talks with the **Klingons** at **Khitomer**.

STARSHIP LOG: STAR TREK VI: THE UNDISCOVERED COUNTRY

CAPTAIN TELAKA

Commander of the ***U.S.S. Lantree NCC-1837***. Telaka dies in 2365 from premature old age after he is exposed to deadly antibodies.

Telaka is killed by antibodies produced by genetically engineered children.

STARSHIP LOG: 'Unnatural Selection' (TNG)

CAPTAIN TRACEY

Commander of the ***Constitution***-class ***U.S.S. Exeter NCC-1672***. In 2268, **Tracey** accidentally kills his entire crew by infecting them with a deadly virus. He then provides **phaser** technology to the primitive inhabitants of **Omega IV**, in a vain attempt to become immortal. He is finally captured by **Captain Kirk**.

Ronald Tracey becomes obsessed with the idea of achieving immortality.

STARSHIP LOG: 'The Omega Glory' (TOS)

CAPTAIN ZAHEVA

Commander of the ***Miranda***-class ***U.S.S. Brattain NCC-21166***. **Zaheva** and all but one of her crew are killed in 2367 by a strong telepathic transmission emanating from an alien ship caught in a **Tyken's Rift**.

Chantal Zaheva and her crew kill each other as a result of sleep deprivation.

STARSHIP LOG: 'Night Terrors' (TNG)

The Flaxian Vessel

To the casual observer, the Flaxian ship appears to be an innocent trading vessel. However, Retaya's simple cargo of perfumes and fabrics can produce a deadly gas that the ship's captain uses in his work as a professional assassin.

SEE OTHER FILES...
THE ROMULAN STAR EMPIRE.....File 12
THE CARDASSIAN UNION....File 13
OTHER GROUPS AND RACES.....File 18
STAR TREK: DEEP SPACE NINE.....File 70

In intelligence circles, the **Flaxians** are well known as efficient assassins, and their ships are seen in **Federation**, **Romulan**, and **Cardassian** space. In 2370, a Flaxian assassin called **Retaya** visits ***Deep Space Nine***. He has been employed by the Romulan secret police, the **Tal Shiar**, which is working with Cardassian **Obsidian Order** operative **Enabran Tain**. Tain wants to eliminate several of his former associates, and Retaya has been assigned to kill **Elim Garak**.

Trading vessel

Retaya's ship allows him to pose as a simple merchant who trades in fabrics and fragrances. Retaya maintains the charade that he is an innocent trader by carrying a sample case, filled with small vials of perfume.

The Flaxian's ship resembles the ***Merchantman*** design of trading vessel that has been in use since the late 23rd century. The main body of the ship is tubular, with a series of engines clustered at the back. Two triangular wings extend from the sides of the ship.

The vessel is capable of making interstellar journeys, and is equipped with warp engines that produce an orange plasma glow. The ship also uses a **magneton relay**, which masks the presence of a **subspace** transponder, planted by **Chief O'Brien** on Retaya's ship when **Odo** becomes suspicious about the Flaxian's activities and decides to follow him.

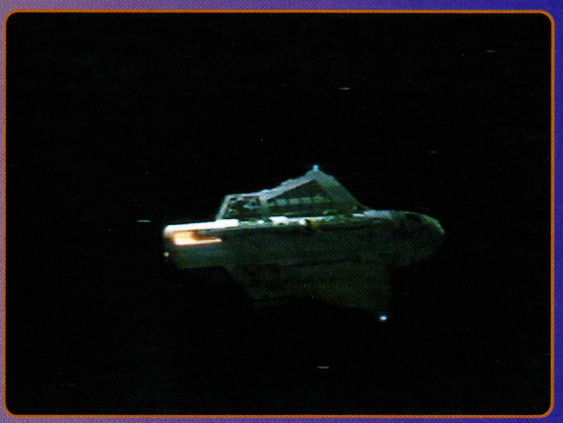
A cursory examination of Retaya's ship does not reveal much about its owner's true profession. Flaxian assassins typically use poison to kill their victims, but Retaya does not carry any substances that are obviously toxic. But his cargo contains a large number of perfumes; if three of them are combined, they produce a deadly gas. Anyone who inhales it will suffer a heart attack, making it appear that he or she has died of natural causes. If anyone realizes this, Retaya can reasonably claim that he did not know about the deadly nature of his wares.

Other Flaxian assassins have been known to use pheromonic sensors, which can be keyed to the unique pheromones produced by a specific species such as **Cardassians**. However, possessing a device like this is not a crime.

Executed by the Tal Shiar

Retaya's ship is destroyed in 2370 by his employers in the Tal Shiar. It appears that when he is questioned by Odo, the Romulans fear that their involvement will be exposed. Tal Shiar operatives sabotage the warp drive in the Flaxian's ship so that it causes a forced **neutrino inversion** as soon as the vessel goes to warp speed. This generates an explosion that completely destroys it.

At first sight the explosion appears to be an accident, but data from the transponder in the magneton relay reveals what really happened. When questioned, the Tal Shiar freely confess that they "executed" Retaya. However, they do not admit the whole truth – they claim that the assassin fell out with them in 2369, and that they pursued him for a year for crimes against the **Romulan Empire** before they finally caught and killed him.



Retaya's ship appears to be a conventional trading vessel with a cargo of perfumes and fabrics. Ships of similar design have been in use since the 23rd century, and there is nothing aboard that proves Retaya is anything other than a trader.

Retaya is really an assassin; his cargo may appear harmless, but some of the perfumes can be combined to produce a deadly gas. In 2370, Retaya is sent to DEEP SPACE NINE to kill Elim Garak, a former member of the Obsidian Order.

Retaya's ship is destroyed by a forced neutrino inversion. His Romulan employers were obviously concerned that the assassin had been exposed.

Odo and Garak monitor the destruction of Retaya's ship. Information from the transponder hidden in the magneton relay shows exactly what happened.

When Odo contacts the Tal Shiar, they admit responsibility for Retaya's death, but they claim they had not been involved with the Flaxian assassin for a year.

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The Flaxian Vessel

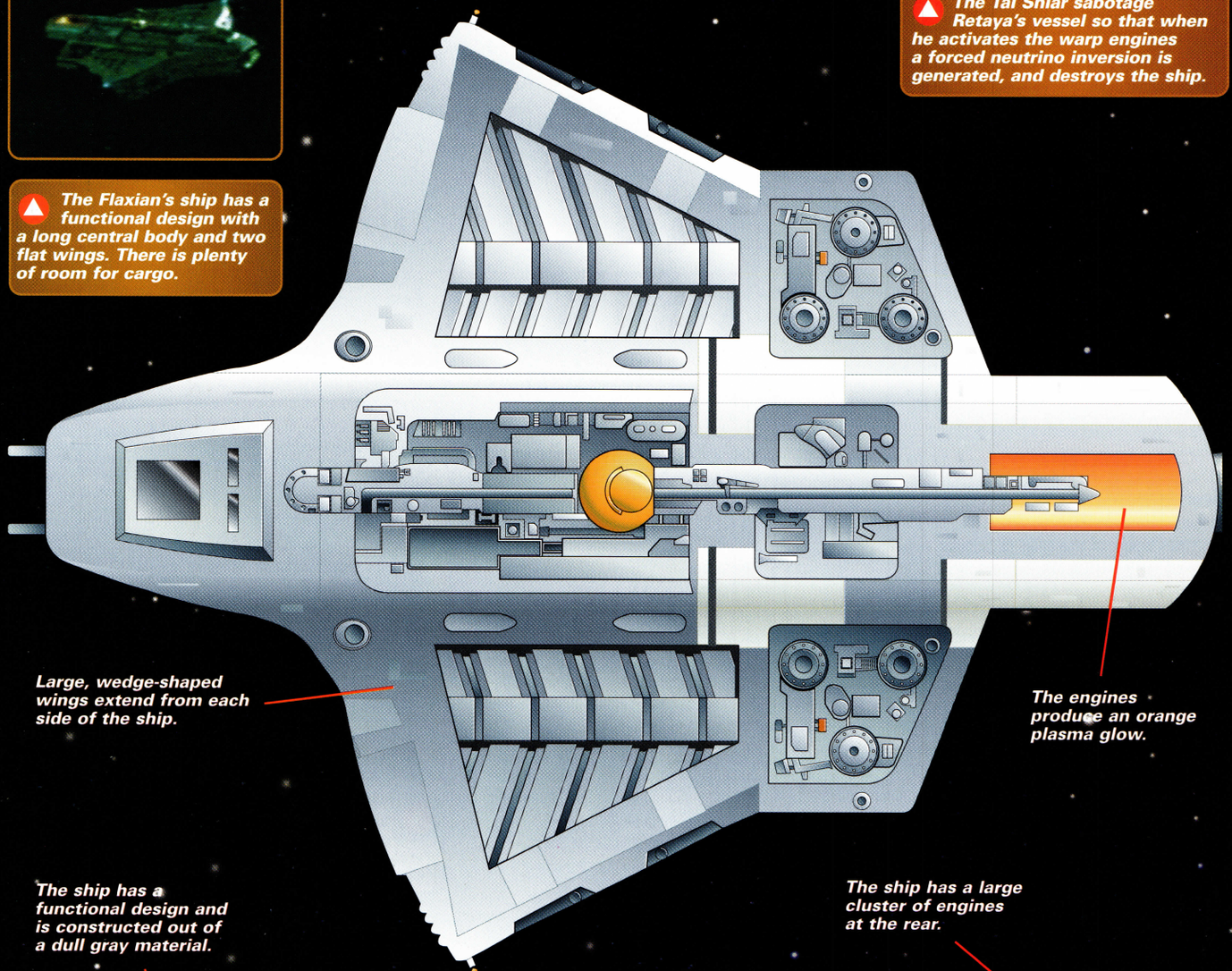
Retaya's ship appears to be a conventional trading vessel, designed to travel between various star systems.

THE FLAXIAN VESSEL

Type: Trader
Crew: One
Engines: Warp and impulse
Status: Destroyed

The Tal Shiar sabotage Retaya's vessel so that when he activates the warp engines a forced neutrino inversion is generated, and destroys the ship.

The Flaxian's ship has a functional design with a long central body and two flat wings. There is plenty of room for cargo.



Riker and Command

William Riker combines intelligence and trustworthiness to make a model commander, but his career is marred by one bad decision.

Commander William T. Riker has been an exemplary first officer aboard the ***U.S.S. Enterprise NCC-1701-D*** and ***U.S.S. Enterprise NCC-1701-E***. According to **Captain Picard**, Riker is the finest officer with whom he has ever served. But despite offers of his own command and having captained several vessels on various occasions, Riker has never actually been promoted.

When Riker does serve as captain, he acquits himself admirably, often favoring non-traditional tactics in battle. During wargame exercises with the *Enterprise,* he takes command of the ***U.S.S. Hathaway***, an 80 year old star cruiser without warp drive. With help from **Wesley Crusher**, Riker is able to improvise a two-second burst of warp speed that saves both the *Hathaway* and the *Enterprise* during a surprise **Ferengi** attack. His actions also silence the doubts of **Zakdorn Master Strategist Sirna Kolrami**, a Starfleet observer who initially doubts Riker's leadership abilities but ends up admitting he is impressed by them.

Saving the day

Riker's performance during the **Borg** invasion in 2367, when Captain Picard is captured by the Borg, saves the entire **Federation** from assimilation. Riker out-thinks the Borg, who have assimilated all of Picard's tactical knowledge, by using the extremely risky strategy of rescuing Picard from them. The crew then manage to access the Borg's subroutines and send the collective into a deep sleep.

Riker's impressive performance has earned him several offers of command from **Starfleet**. In fact, he turned down command of the ***U.S.S. Drake*** to accept the post of first officer aboard the *Enterprise*, and shortly afterward he rejects opportunities to become the captain of the ***U.S.S. Aries*** and the ***U.S.S. Melbourne***.

Curious choice

Some people are puzzled by Riker's decision not to accept promotion. As a young man he wanted nothing more than to command a starship, and those around him see the captaincy of his own ship as a natural progression of his career. But Riker refuses to be pushed into the captain's chair before he feels he is ready. When he works with up-and-coming **Lieutenant**

PROFILE ON A COMMANDER

NAME: William T. Riker

STATUS: Executive officer aboard the ***U.S.S. ENTERPRISE NCC-1701-E***

STARFLEET SERIAL NUMBER: SC 231-427

PREVIOUS POSTINGS: ***U.S.S. Pegasus, U.S.S. Potemkin, U.S.S.Hood***

REMARKS: Although decorated on numerous occasions and offered the captaincy of several ships, an incident aboard the ***U.S.S. Pegasus*** involving his former commander, Captain Erik Pressman, and a cloaking device could damage future command options.

William Riker, as first officer aboard the U.S.S. ENTERPRISE, is frequently called upon to act as commanding officer whenever the captain is off the ship. Although he has been offered several commands of his own, his loyalty to the ENTERPRISE and its crew is legendary.

Captain's support

When Picard is reduced to a teenager, Riker has to act as captain of the ENTERPRISE.

Away duty

Riker regularly leads away teams during difficult and potentially hostile situations.

COMMAND SKILLS

Conflict

Riker clashes with Captain Jellico over what he feels are unreasonable orders.

The big chair

Riker has proved that he is more than capable of commanding a starship.

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PERSONNEL FILES
Riker and Command

FILE 43 CARD 28E

"This is the third time we've pulled out the captain's chair for Riker ... He's hurting his career by staying put."
— Admiral Hanson

★ Taking command
When the U.S.S. ENTERPRISE separates its saucer section, Riker takes command of the battle bridge.

★ Loyalty
Loyalty is not always a good thing. Riker stood by his Erik Pressman, even though he acted illegally.

Commander Shelby, Riker worries that he is too comfortable on the *U.S.S. Enterprise*, and is not as ambitious as he used to be.

Riker claims that his refusal to accept a captaincy of his own is motivated by "self-interest". He believes that his position as first officer of the *Enterprise* is the best post in the fleet for him. Part of Riker's attitude may stem from his belief that the captain should not undertake dangerous missions. As first officer, it is natural for Riker to lead away teams, and he is regularly in the front line of Starfleet's mission of exploration.

Privileged position

Serving on the *Enterprise* also offers Riker opportunities that no other ship could match. As Starfleet's flagship, the *Enterprise* undertakes an impressive array of missions, taking the crew to the edges of known space and throwing them into the middle of many sensitive political situations. Taking command of a ship such as the *Aries* would have sent Riker into deep space, where he could spend years without discovering an unknown race.

Riker is passionately devoted to the *Enterprise*'s crew, and he regards it as a privilege to serve with them. He is clearly deeply suited to the role of first officer; he brings a unique combination of humor and sternness to the job, and is both liked and respected by those who work under him. Picard has acted as a mentor to him and the two men work extremely well together; they are so attuned that on the bridge they seem to act as one.

Commanding presence

Riker has a casual command style: he regularly hosts a poker game for the senior staff, often carries out crew reviews in **Ten-Forward**, and has been known to play in a jazz band for the crew's amusement. But everyone serving on the *Enterprise* knows that crossing him is a mistake. When Lieutenant Commander Shelby discusses a plan with the captain without Riker's approval, he makes it clear that she will regret doing anything like this again.

Captain's safety first

Riker is also firm with his commanding officers. When he first joins the *Enterprise*, he makes it clear that he will not allow Picard to place himself in danger, and when **Captain Jellico** is placed in temporary command of the ship Riker objects to a decision that puts Picard's life at risk. Jellico has less time for Riker's willingness to question orders than Picard does, and relieves him of duty. But ultimately, even Jellico comes to respect Riker and trusts him with an important mission.

Despite Riker's reservations about leaving the *Enterprise*, it seems inevitable that he will receive his own command. In late 2366, Picard lectures him on the subject, but following the **Battle of Wolf 359** the supply of ships without captains is dramatically reduced.

But in 2370 an incident in Riker's past comes to light that tarnishes his previously spotless record. When the *Enterprise* is sent to retrieve the remains of the ***U.S.S. Pegasus***, Riker reveals that when he was serving on the ship as a young ensign, it was used to perform illegal tests on an **interphase cloaking device**. Most of the crew rebelled, but Riker sided with the *Pegasus*'s captain, **Erik Pressman**, and fled the ship. He then stood by while Pressman covered up what had really happened. Riker exposes Pressman in 2370, but always regrets standing by his captain rather than following his own conscience.

★ Another opportunity
When Lieutenant Commander Shelby comes aboard the ENTERPRISE to advise on the Borg, she makes it clear to Riker that she is ambitious and would like his position when he leaves.

★ Other destiny
Riker's friend Paul Rice takes command of the U.S.S. DRAKE after he turns it down. Rice is killed while in command. This time, Riker made the right choice.

OTHER REALITIES

All in a day's work

In various alternate timelines and parallel dimensions, Riker has risen to the command of the *Enterprise*. In one parallel reality he is forced to fight the Borg for years; in another timeline, created by Q, he becomes an admiral.

★ Losing battle
In one parallel reality, Riker captains an ENTERPRISE that did not defeat the Borg.

★ The future?
In a possible future created by Q, Riker still knows when to come and help his former captain.

FILE 44 NON-STARFLEET HUMANS

Dr. Gillian Taylor

A woman of the late 20th century and a cetacean expert, **Dr. Gillian Taylor** discovers her beloved whales won't survive in the future. She is willing to risk everything to save them.

OTHER CARDS IN THIS FILE...
10 FLINT
14 EDITH KEELER

SEE OTHER FILES...
SPACE PHENOMENA.....File 5
STARFLEET PERSONNEL.....File 43
STAR TREK IV: THE VOYAGE HOME.....File 75

Dr. Gillian Taylor is a marine biologist on Earth in the late 20th century. Her specialty is whales, and by 1986 she has become an assistant director of the **Cetacean Institute** in Sausalito, California, on Earth.

Teaching role

Taylor takes great pleasure in educating the public on marine life. One of her duties is to narrate visitor tours of the Institute in a program called "The Wonderful World of Whales." The stars of the show are Dr. Taylor's specialist project – George and Gracie, the only two humpback whales in captivity. Taylor informs visitors that the whales, who are named after a famous radio comedy duo George Burns and Gracie Allen, wandered into San Francisco Bay as calves and were brought to the Institute, where they have been cared for since.

Full grown, each humpback whale weighs 45,000 pounds. Despite their massive size, Taylor tends to think of the whales as her children – innocent, gentle giants whom she must protect and nurture. Her entire life revolves around the whales, who are, in a sense, her family.

An attractive woman in her mid-30s, Taylor uses her natural charm and considerable enthusiasm to teach others about the benign nature of the whales, and their importance to the ecosystem. She is very concerned that her beloved creatures are being hunted to the point of extinction.

Intelligent species

From her research, Taylor knows that whales are intelligent and that their songs are a form of communication, though she and fellow marine biologists of the day aren't certain exactly what the whale songs mean. She knows George and Gracie are friendly creatures and this, along with her self-confessed weakness for hard luck cases, inspires her devotion to them.

Taylor's personality is rounded out by a shrewd intelligence and quick mind; she has a photographic memory that allows her to see words, recalling entire conversations word for word. For transport, she drives a battered blue Chevrolet pickup truck. Overall, her one priority in life is the welfare of 'her' whales.

Taylor finds 'macho' attitudes annoying – in her day this consisted of men adopting swaggering, know-it-all attitudes toward women. She also has no tolerance for any sort of

PROFILE ON DR. GILLIAN TAYLOR

NAME: Gillian Taylor, PhD

LIFE FORM: Human female

OCCUPATION: Marine biologist

POST: Assistant director of the Cetacean Institute in Sausalito, Earth.

FAMILY: Dr. Taylor claims that no one in the 20th century will miss her.

ABILITIES: Dr. Taylor has a photographic memory.

REMARKS: Dr. Taylor leaves the 20th century to join the whales she had cared for, in the 24th century.

FIRST SEEN: STAR TREK IV: THE VOYAGE HOME

Gillian Taylor is absolutely devoted to 'her' whales. She leaves behind life in 20th century California to join them in the future.

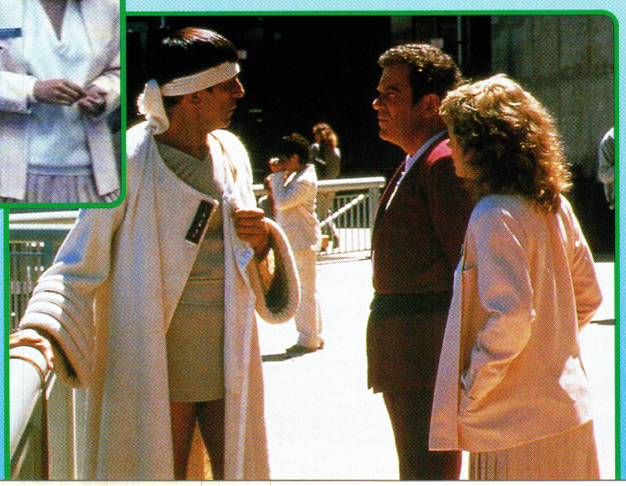
PASSION FOR WHALES

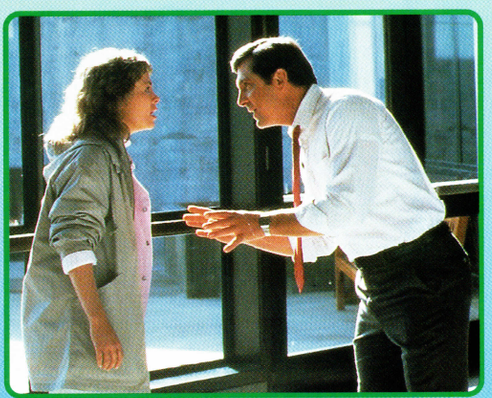
Guided tour

Dr. Taylor regularly takes parties around the Cetacean Institute on guided tours. She always tries to convince the visitors how serious the danger to the whales is and to explain that it is unnecessary to hunt them.

Strange visitors

Dr. Taylor is very protective of the whales; she is outraged when Spock dives into the pool to communicate with them, and tells him that he had no right to do so.





The kindest heart

Dr. Taylor is probably closer to George and Gracie than anyone else at the Cetacean Institute. Her colleagues make a misguided attempt to protect her by releasing the whales without her knowledge.

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PERSONNEL FILES
Dr. Gillian Taylor

FILE 44 CARD 5

animal exploitation, such as the military using whales to retrieve torpedoes.

It becomes increasingly obvious the whales need to be freed from their captivity. The cost of feeding them two tons of shrimp a day is enormous and also, because Gracie is pregnant, the whales must be released so the baby calf will have the best chance of survival. In 1986, no humpback whale born in captivity has ever survived.

The thought of returning George and Gracie to the ocean nearly breaks Taylor's heart, but despite her personal sorrow she agrees. Taylor works on the arrangements to send the whales by air to Alaska, where they will be released far from her protection.

Though her co-workers are sympathetic to her worries, Taylor is perceived as a little overwrought about the whales' fate. One colleague comments that it's not as if the whales were intelligent like humans – to which Taylor snaps that her compassion for someone is not limited to her estimate of their intelligence.

Men from the future

At first, when she meets two men who call themselves **Admiral Kirk** and **Spock**, she dismisses them as "kooks". When Spock says that if they assume the whales are theirs to do with as they please, they will be as guilty as those who caused their extinction – as though extinction has already occurred – Taylor is intrigued. Then she is stunned when Spock reveals that he knows Gracie is pregnant, a closely-kept secret.

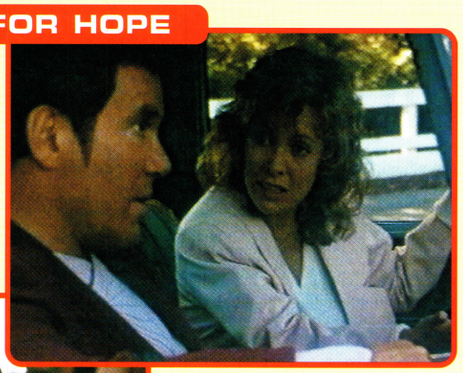
Driven by an insatiable curiosity, she has dinner with Kirk and listens with total disbelief to his story that he's from the future. One thing he says does make an impression: he promises to take her whales somewhere they will never be hunted. She returns Kirk to an empty park, still unsure of what she believes. When she returns to the Institute, and finds they have already shipped the whales to spare her feelings and avoid the inevitable media circus, Taylor is crushed. She never got a chance to say goodbye.

In an irrational moment, Taylor returns to the park in search of Kirk. Upon discovering his story is true, she agrees to assist him and his crew in taking the whales. To do this, Taylor helps them rescue a missing crew member from a city hospital and supplies the radio transmitter frequency with which the whales are tagged. Caught up in the excitement, she says she wants to go to the future with Kirk and the whales. He says no, but that doesn't stop her. Taylor grabs Kirk just as he transports aboard his ship to depart.

Once the whales are rescued, Taylor is thrilled to be traveling 300 years into the future. Having no one close to her on Earth in the late 20th century, she's confident the future will need her expertise as a marine biologist who specializes in whales.

The transition to the future doesn't dampen Taylor's enthusiasm. She accepts an assignment on a science vessel and looks forward to catching up on 300 years of learning. As for Kirk, she promises to keep in touch with the "kook" who saved her whales, and mankind.

A CHANCE FOR HOPE



★ Taking a chance

Dr. Taylor is curious about the two men who visit the Cetacean Institute. She offers them a ride, and tries to find out who they are and what they are trying to do.

★ Dinnertime conversation

Kirk and Dr. Taylor eat dinner together, and in return for information about the whales, he tells her the truth about his mission. At first she doesn't believe his story, but when she discovers that the whales are gone from the Institute, she asks for his help.

★ Undercover

When Dr. Taylor learns the truth about Kirk and his crew, she agrees to help them rescue Chekov from the Mercy Hospital in the San Francisco mission district where he is being held.

> **"I have a notorious weakness for hard luck cases; that's why I work with whales."** — Gillian Taylor to Admiral Kirk

A LIFE IN THE FUTURE

★ In transit

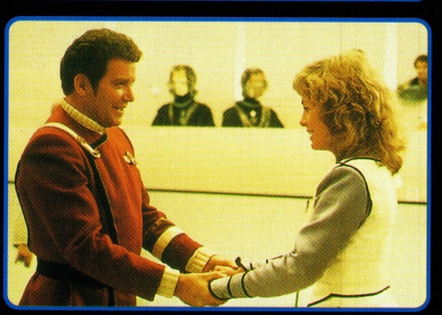
Dr. Taylor is delighted when Kirk's crew rescue George and Gracie from the hunters and transport them into the hold of their ship. It seems that the whales' future is secure, but the ship still has to get back to the 24th century.

★ Time travel

Dr. Taylor manages to persuade Kirk to take her to the future. She is convinced that she belongs with the whales and, as she points out, she has more firsthand experience of dealing with whales than anyone in the 24th century.

★ New friends

Soon after she arrives in the 24th century, Dr. Taylor attends a hearing into her new friends' behavior. They are facing a court-martial for actions they took before meeting her. She is overjoyed when the court exonerates them.



★ Down to work

Although she has a lot of catching up to do, Gillian Taylor's experience with whales is extremely valuable. She accepts a posting on a science vessel, but promises the now Captain Kirk that she will see him "around the Galaxy."

Ben Sisko: Starfleet Officer

Captain Benjamin Sisko has an exemplary record as a **Starfleet** officer. In more than two decades of service, he has risen from an inexperienced young cadet to become a highly respected captain in one of the most important postings in the **Federation**.

OTHER CARDS IN THIS FILE...
45A SISKO AND THE CARDASSIANS
45B SISKO AS EMISSARY
SEE OTHER FILES...
THE BAJORANS.....File 10
DEEP SPACE NINE.....File 27
STAR TREK: DEEP SPACE NINE.....File 70

Benjamin Lafayette Sisko entered **Starfleet Academy** in 2350 at the age of 18. His sophomore year took him on field assignment to ***Starbase 137***. Upon his graduation in 2354, Sisko was given the rank of ensign, and shortly after leaving the Academy he was posted to the ***U.S.S. Livingston***. His career took a dramatic turn several years later when he was assigned to the ***U.S.S. Okinawa*** under the command of **Captain Leyton**.

Although Sisko's primary interest was in engineering, Leyton saw the potential for command in the young officer, so he promoted him to lieutenant commander and made him the *Okinawa*'s executive officer. Sisko embraced the opportunity to command; as a young man he was extremely ambitious, and worked toward earning a place in the admiralty. This amused his friend and mentor **Curzon Dax**, who could not see Sisko as a bureaucrat. Sisko was serving on the *Okinawa* during the war with the **Tzenkethi**.

Fateful battle

Sisko was later transferred to the ***U.S.S. Saratoga*** as first officer, keeping his rank of lieutenant commander. During his time on this vessel, Sisko suffers one of the worst losses of his life. In 2367, his wife **Jennifer** is killed during the battle with the **Borg** at **Wolf 359**.

PROFILE ON BENJAMIN SISKO

NAME: Benjamin Sisko

DATE OF BIRTH: 2332

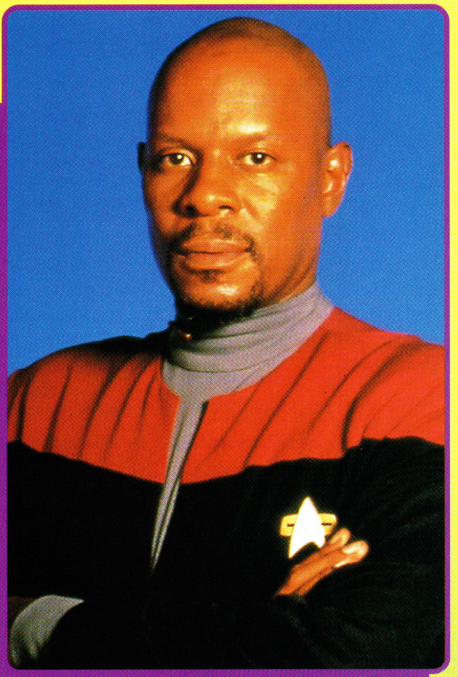
PLACE OF BIRTH: New Orleans, Earth

ENTERS STARFLEET ACADEMY: 2350

POSTINGS: ***U.S.S. Livingston NCC-34099***; ***U.S.S. Okinawa NCC-13958***; ***U.S.S. Saratoga NCC-31911***; Utopia Planitia Shipyards [***Defiant*** project]; commanding officer, ***Deep Space Nine***; head of Starfleet Security [temporary assignment]; adjutant to Admiral Ross.

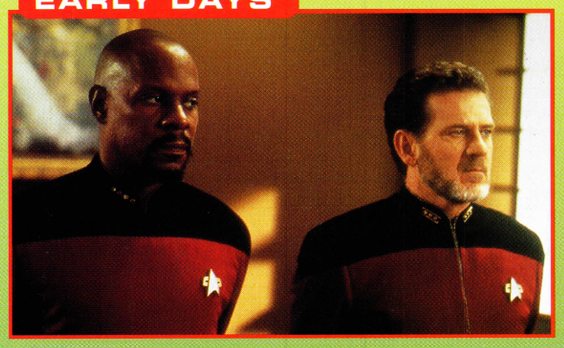
REMARKS: Sisko is one of Starfleet's experts on the Dominion threat.

FIRST SEEN: 'Emissary' [DS9]



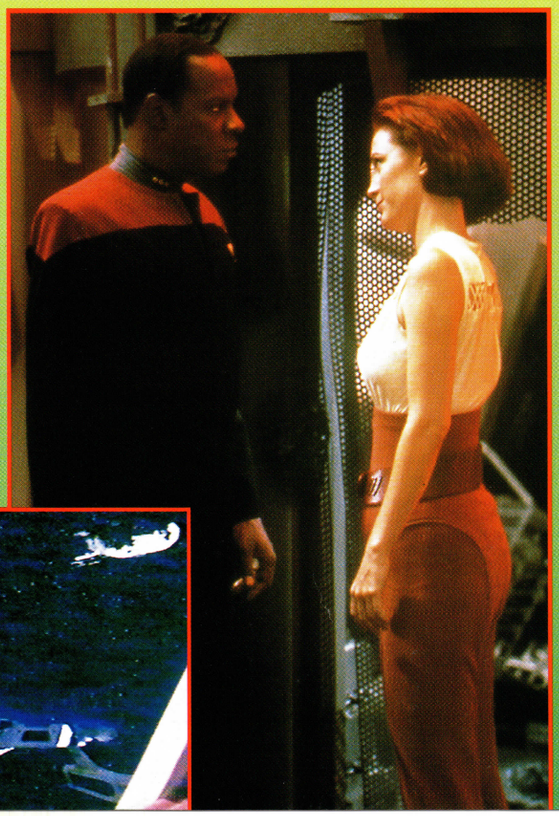
Sisko has spent more than 20 years in Starfleet. He has proven himself to be an excellent commanding officer and has earned his position as captain of DEEP SPACE NINE.

EARLY DAYS



★ Influential figure

When Sisko is a young man, Captain Leyton persuades him to transfer to the command division and later recommends him for the command of DEEP SPACE NINE. Sisko is forced to turn on his former commander when he learns Leyton is planning a coup.



★ Lost ship

Sisko and his son Jake just manage to escape from the U.S.S. SARATOGA before it is destroyed by the Borg. He is unable to save his wife Jennifer, and for several years he feels extremely guilty about her death.

Sisko manages to escape from the *Saratoga* with their son **Jake**, seconds before the vessel is destroyed. Sisko is deeply distressed by his wife's death, and loses much of the sense of purpose that had motivated him up to this point.

With the *Saratoga* destroyed, Sisko is assigned to the **Utopia Planitia Shipyards** on Mars. His background in engineering is put to good use as he heads up the development team on an experimental battleship, the ***U.S.S Defiant*** – a planned

★ New world

In 2369, Sisko assumes command of DEEP SPACE NINE in the Bajoran system. He had requested a Bajoran first officer, but at first he and Major Kira often find themselves at odds with one another.

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PERSONNEL FILES

FILE 43 CARD 45

Ben Sisko: Starfleet Officer

★ Political position

Sisko's position as commander of DEEP SPACE NINE and as the Emissary makes him a very important figure on Bajor. He tries to be impartial, but often finds himself in conflict with Vedek Winn, who later becomes the Kai.

★ Conflicting loyalties

Sisko's job puts him in the middle of several difficult situations. He is deeply frustrated when his close friend Calvin Hudson leaves Starfleet to join the Maquis.

first line of defense against further Borg attacks. When the Borg threat appears to recede, the *Defiant* project is mothballed, but it is later reactivated to fight the **Dominion**.

Deep space assignment

Following the **Cardassian** withdrawal from **Bajor** in 2369, Sisko is promoted to the rank of commander and is assigned to ***Deep Space Nine*** on the now Admiral Leyton's recommendation. His new home is a former Cardassian mining station; his mission is to help Bajor prepare for **Federation** membership. Sisko is initially unhappy with this assignment, and for a short time he considers resigning his commission from Starfleet.

Shortly after his arrival, however, Sisko discovers a stable wormhole that connects the **Alpha Quadrant** to the **Gamma Quadrant**. Inside the wormhole, he encounters a race of beings that the Bajorans believe are the **Prophets** described in the **Bajoran** religion.

Sisko's experiences in the wormhole help him to confront his feelings of grief over his wife's death, and he emerges with a much more positive attitude to life and to his Starfleet career. Sisko's discovery of the wormhole also leads the Bajorans to believe that he is the **Emissary**, the link between the Prophets and the people of Bajor. This role is an uncomfortable one for Sisko, and it often comes into conflict with his role as a **Starfleet** officer.

As the commanding officer of *Deep Space Nine*, Sisko is in one of the most volatile postings in the Federation. His diplomatic abilities, combined with his knowledge of military strategy, have allowed him to be at the core of the Federation's dealings with **Cardassia**, Bajor, the **Klingon Empire**, and the more dangerous threats from the Gamma Quadrant, the **Jem'Hadar**, and the **Dominion**. Sisko's exemplary performance is rewarded with a promotion to the rank of captain in late 2371: a promotion that many of the officers serving under him feel is long overdue.

Sisko's expertise on the Gamma Quadrant has made him an invaluable asset to **Starfleet Command**. When it is feared that members of the Dominion have infiltrated Starfleet Command in 2372, he is recalled to Earth and temporarily made head of **Starfleet Security**. During this assignment, Sisko is forced to turn against his former commander, Admiral Leyton, when he learns that the admiral is planning to mount a coup and take over Earth's government.

In the war

After the Dominion takes control of *Deep Space Nine* in 2373 and Starfleet evacuates its personnel, Sisko plays a valuable part in Starfleet's military operations and leads many important missions against the Dominion aboard the *Defiant*. In 2374, **Admiral Ross** makes him his adjutant, taking him out of the front line.

When Starfleet learns that the Dominion has devised a method of deactivating the minefield around the wormhole, Sisko is given command of an armada of ships, and successfully retakes *Deep Space Nine*. He then returns to his former post as commanding officer of the station.

"The last three years have been the most demanding and rewarding of my career."

— Benjamin Sisko's final commander's log

★ Moving up

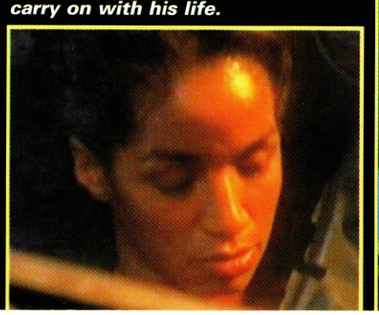
Admiral Ross is impressed with Captain Sisko and makes him his adjutant during the early stages of the war with the Dominion. Sisko is a little uncomfortable about taking a desk job.

FAMILY AND FRIENDS

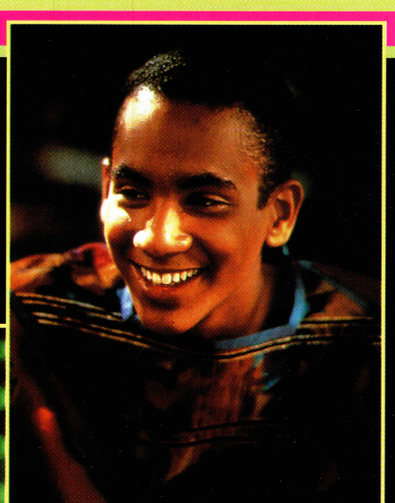
Difficult combination

Ben Sisko has managed to combine a successful Starfleet career with a family life, but he has to pay a great price when his wife is killed at the Battle of Wolf 359. Since then he has made an extra effort to spend time with his son Jake, and the two have become very close. Sisko also has a strong network of friends, including the Trill Dax, whom he has known in two incarnations.

Jennifer Sisko is killed in 2367, when the U.S.S. SARATOGA encounters the Borg. It takes Ben Sisko many years to come to terms with her death and carry on with his life.



Ben has watched his son Jake grow into manhood. Jake chooses a very different career path than his father; he wants to be a writer, but postpones going to school on Earth so that he can spend more time on DEEP SPACE NINE.



Dax is one of Sisko's oldest friends. When they first met, the Dax symbiont was joined to a male host, Curzon, and was a mentor to the young Sisko. Since then Dax has been joined with Jadzia, but is still one of Sisko's closest friends.

Self-Replicating Mines

Self-replicating mines are cloaked weapons that automatically replace themselves if they are destroyed. Disabling them is extremely difficult, and involves the use of a massive anti-graviton generator.

While the Dominion controls DEEP SPACE NINE, the self-replicating mines prevent it from sending reinforcements through the wormhole.

Self-replicating mines are developed by the **Federation** to prevent the **Dominion** from sending ships through the **Bajoran wormhole** to support their forces in the **Alpha Quadrant**. They are extremely effective weapons that frustrate the Dominion for months, before **Starfleet** retakes ***Deep Space Nine***.

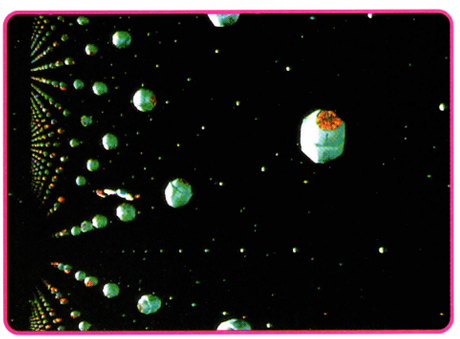
Mining the wormhole presents a number of problems. Dominion ships could destroy conventional pulse mines from a distance, clearing a path to the wormhole. A new approach is needed to make the wormhole useless to the Dominion.

Invisible weapon

The mines are cloaked to prevent them from being detected. Because the Dominion has extremely advanced sensor technology, Starfleet has to make the mines smaller than they would like; each mine is no more than a meter across, which means that one mine cannot produce a high enough explosive yield to disable a warship. To compensate for this, the minefield is extremely tightly packed, ensuring that any ship trying to pass through the field is likely to connect with dozens of mines. The mines are

SELF-REPLICATING MINE

Hidden weapons Cloaking devices can be fitted to a variety of weapons and ships. Cloaked mines are particularly effective, as modern weapons systems can be easily target and destroy even the smallest objects. The mines the Federation lays in front of the Bajoran wormhole are particularly small because the Dominion has proven that it can detect large cloaked objects.



It takes the U.S.S. DEFIANT four days to lay the minefield in front of the Bajoran wormhole. The field cannot be activated until the last mine has been deployed.

The mines are deployed from the DEFIANT's drop bays. They have to be handled very carefully.

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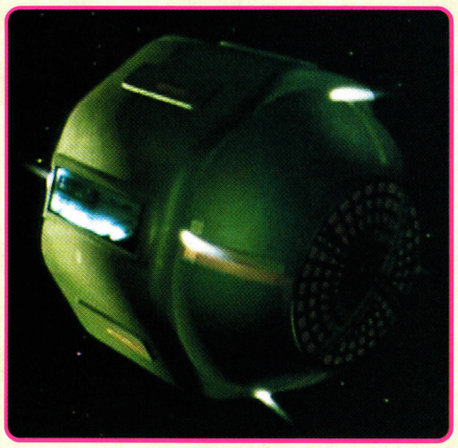
Self-Replicating Mines



Each mine is equipped with attitude control thrusters. As soon as the mine is deployed, it takes up a position in a large net of mines.

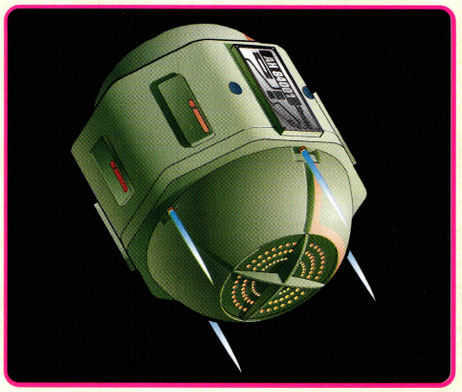
also programmed to swarm detonate in groups of 20 or 30.

Another important side effect of making the mines so small is that there has to be an unusually large number of mines. Starfleet also needs to be able to replace mines quickly, but as the minefield will be in Dominion territory, there will be no chance to visit and maintain it. **Rom**, a **Ferengi** engineer working on *Deep Space Nine*, suggests that the answer is to make the mines self-replicating. Each mine is equipped with a replicator so that it can replace its neighbors as they are destroyed.

Delicate task

Because the mines are activated by proximity sensors, the minefield cannot be activated until all the mines have been deployed. Because so many mines are needed, laying a minefield is a slow process; it takes four days to establish the field around the Bajoran wormhole. The mines are extremely sensitive, so when a ship is deploying them, it must be careful not to make any sudden movements.

The only way to prevent the mines from replacing themselves is to isolate them in an **anti-graviton beam**. The Dominion eventually discovers that it can do this by reconfiguring the field generators in *Deep Space Nine*'s deflector dish, so that they can be refocused to produce a massive anti-graviton beam which they direct at the minefield. Once this has been done, it is a relatively simple operation to destroy the mines.

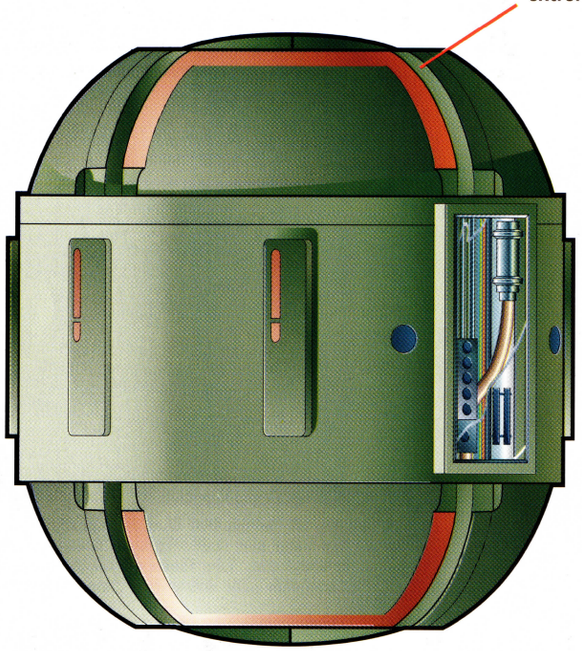


The four thrusters allow the mine to maneuver itself. This means that when a mine has been replicated it can move into position under its own power.

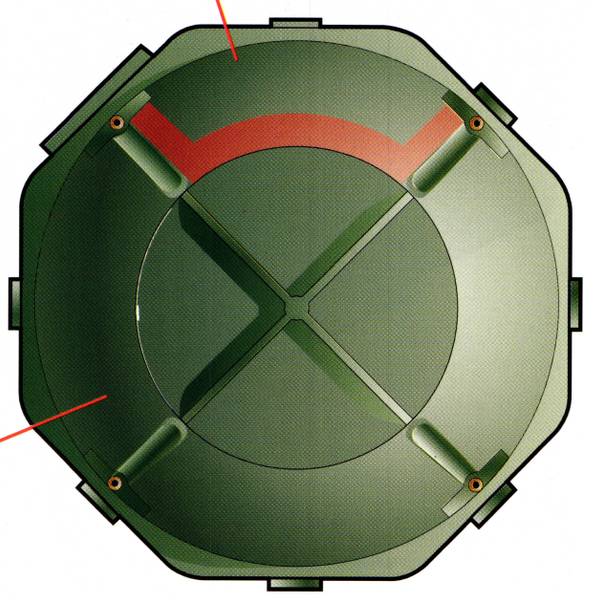
INFINITE DESTRUCTION

TOP/BOTTOM VIEW

The mines have a diameter of approximately one meter and are deployed in extremely large groups.



When its neighbors are destroyed, each mine can replicate more mines to take their place.



The mine's cloaking device hides it from sensors, making it very difficult to establish the size and proportions of the minefield.

END VIEW

1 Endless supply Self-replication technology is not used on mines until 2373. The idea is developed by *Deep Space Nine* personnel Rom, **Dax**, and **O'Brien**. Because the mines automatically replace themselves, it is extremely difficult to dismantle the minefield. Theoretically, the mines could survive forever. The replicators fitted to each mine can only be deactivated if they are isolated in an anti-graviton beam, allowing the minefield to be destroyed by conventional methods.

2 Swarm detonation The self-replicating mines are smaller than a **photon** or **quantum torpedo**, and they have to accommodate the replicators that are used to maintain the minefield. This means that there is less room for explosives than on a conventional mine. As a result, the mines are programmed to swarm detonate; 20 or 30 mines produce more than enough power to disable a Dominion warship.

FILE 68 STAR TREK: The Original Series

'The Immunity Syndrome'

The crew of the ***U.S.S. Enterprise NCC-1701*** are looking forward to a period of shore leave when the ***U.S.S. Intrepid*** and its crew are lost. As no other ships are available, **Starfleet** sends **Captain Kirk** and his crew to investigate the disaster.

CAPTAIN'S LOG
STARDATE: 4307.1

"Approaching STARBASE 6 for a much needed period of rest and recreation. The crew has performed excellently, but is exhausted, and I too am looking forward to a nice period of rest on some lovely planet."

The ***U.S.S. Enterprise NCC-1701*** is heading back to ***Starbase 6*** for some much needed shore leave when **Uhura** receives a message from **Starfleet**. There is heavy interference, and all she can make out is the name of a ship, the ***U.S.S. Intrepid***, which is manned by **Vulcans**, and a sector coordinate. Suddenly, **Spock** shudders with pain and reports that the *Intrepid* just "died". There is no way the instruments can verify his statement, but Spock is insistent. Kirk sends him to sickbay with **McCoy**.

Uhura manages to clean up Starfleet's transmission, and Kirk is given orders to head to **Sector 39J**. They have lost all contact with the **Gamma 7A system** and with the *Intrepid,* which was investigating it. As the *Enterprise* changes course, **Chekov** tells the captain that the long range sensors show that the solar system, and the billions of people who lived there, are dead.

In sickbay, Spock explains that he felt the death of the 400 Vulcans aboard the *Intrepid*. The shock was so extreme that he could feel what happened even over this great a distance. He is sure that they had no idea what happened to them, and would not have been able to understand it if they had.

Into the dark

Spock returns to the bridge, where Uhura has lost contact with Starfleet. The sensors detect energy turbulence in front of the ship and the crew find a strange dark area in space. The *Enterprise* slows, and Kirk launches a probe. Seconds later, the crew hear a high pitched whine throughout the ship. Half the people on the vessel begin to feel unwell, and some of them faint.

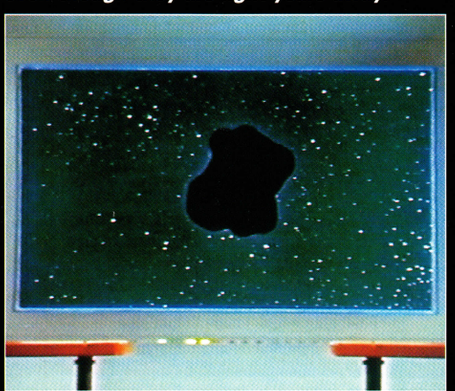
Kirk tells **Kyle** to hold the ship's position relative to the dark area. Spock is unable to draw any conclusions about the phenomenon without more data, but he can tell Kirk that it appears to be some form of energy and that it is highly possible it killed the crew of the *Intrepid* and the inhabitants of the solar system. Kirk is visibly weakened, but decides to probe the area of darkness.

As the *Enterprise* approaches the black area, the crew hear the whine again. When they recover, the stars seem to have vanished. More of the crew have been affected, and McCoy begins to distribute stimulants. **Scotty** reports an inexplicable

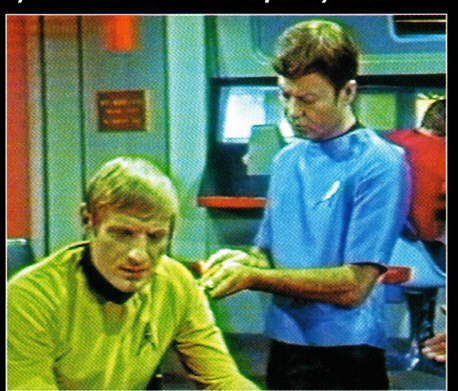
ON SCREEN...

1 ***Spock senses the death cries of the 400 Vulcans on board the U.S.S. INTREPID, even though they are light years away.***

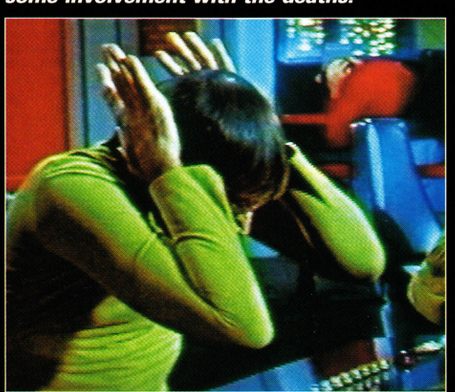
2 ***As Spock heads to sickbay, Chekov reports that the sensors show that solar system Gamma 7A is completely dead.***



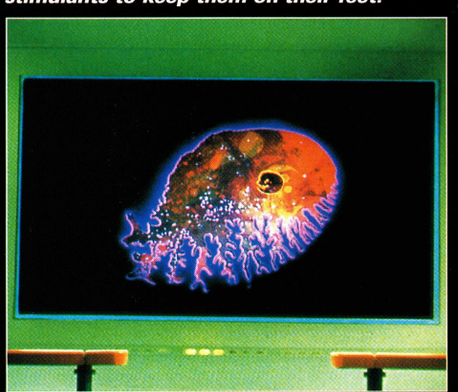
3 ***The U.S.S. ENTERPRISE discovers a dark area of space that appears to have some involvement with the deaths.***



4 ***When the crew start to feel unwell, Dr. McCoy begins to distribute stimulants to keep them on their feet.***



5 ***As the ENTERPRISE enters the dark area the crew hear a painful whine, but it stops when they are inside.***



6 ***Kirk's attempt to break free attracts an extraordinary creature – a single-celled organism that is thousands of miles long.***

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'The Immunity Syndrome'

five percent energy loss.

Spock reports that the whining noise was produced when the *Enterprise* passed through a boundary layer. He believes they are surrounded by a field of energy that is incompatible with their living and mechanical processes. McCoy suggests they should move to safety, but Kirk decides to stay. McCoy contacts him from sickbay and tells him that, according to the life monitors, everyone on the ship is dying.

All stop

Kirk stops the engines while the crew try to develop a response. As Scotty tries to recalibrate the engines, the ship goes into reverse but, bizarrely, it lurches forward. Spock suggests using forward thrust, but against all logic the ship slows down.

In a briefing, McCoy reports that as they move forward their life functions weaken. Spock says that something in the zone of darkness is draining every known kind of energy. He believes the same thing drew all the energy out of the *Intrepid* and the solar system. Kirk tells Scotty to channel all the warp and impulse power to generate one massive burst of thrust.

Scotty has made the necessary adjustments and the *Enterprise* goes to full thrust, but it can't break free. The massive expenditure of energy attracts an enormous amoeba-shaped creature, and Spock reports that it is definitely the source of the energy drain. The crew launch a probe which shows that the creature is approximately 11,000 miles long and is made of protoplasm.

The heart of the beast

McCoy reports that the creature is an incredibly simple, single celled organism, which feeds on energy. McCoy needs more data, and he and Spock persuade Kirk to launch a shuttle to gather information. It is almost certainly a suicide mission, but McCoy and Spock both want to carry it out. Kirk eventually decides to send Spock.

Spock manages to penetrate the creature and begins to move toward its nucleus. He cuts life support to bare minimum, and reports that the creature appears to be ready to reproduce. He loses voice contact but manages to continue to transmit data.

If the creature begins to reproduce, it will spread rapidly and it must be destroyed. The *Enterprise* only has enough power left to survive for an hour.

Spock manages to send a low energy message and reports that the creature could be destroyed from within, but the signal breaks up before he can explain how.

Kirk and McCoy realize that they have to produce antibodies that will destroy the cell. Kirk tells Scotty to divert all power to the ship's shields so that they can enter the creature. Scotty does as ordered, and the ship punches into the giant creature. Kirk tells Scotty to prepare an antimatter charge and sets a course for the nucleus.

The antimatter charge is attached to a probe with a seven minute delay. As soon as it is lodged in the nucleus, the *Enterprise* backs away at full impulse. There are only a few seconds to spare, but as they leave they detect Spock's shuttle. Kirk locks two tractor beams onto the shuttle, even though it means losing valuable time. Power levels are dead, but the antimatter explosion ruptures the creature's membrane, and both ships are thrown to safety.

STARSHIP FACTS

Kirk, Spock, and McCoy speculate that the giant single celled creature is like a disease invading their Galaxy, and that the *Enterprise* and its crew are acting as antibodies.

ON SCREEN...

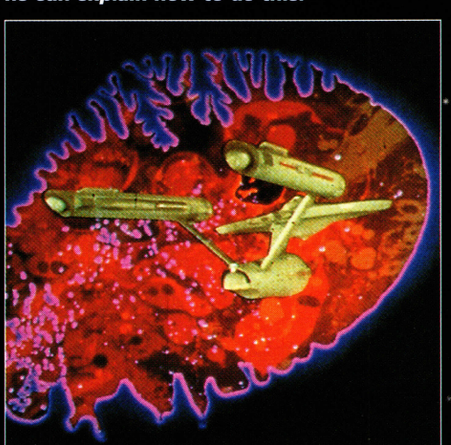
7 ***Spock and McCoy convince Kirk that someone has to take a shuttle to gather more information on the enormous creature.***

8 ***Kirk eventually decides that Spock is better suited to the mission. McCoy will instruct him on how to perform all the necessary tests.***

9 ***Spock flies the shuttle into the creature. He barely survives, but manages to send back valuable data before he loses contact.***

10 ***Spock re-establishes contact and tells Kirk that the creature can be destroyed from within. He loses contact again, before he can explain how to do this.***

11 ***Kirk has an idea about how to destroy the creature, but it involves taking the ENTERPRISE inside the being with little hope of escape.***



12 ***The ENTERPRISE flies into the creature and deposits an antimatter charge in its nucleus. The ship is thrown to safety by the massive explosion.***

FILE 71 STAR TREK: VOYAGER

'Macrocosm'

After a difficult diplomatic mission, **Captain Janeway** and **Neelix** discover that the ***U.S.S. Voyager NCC-74656*** has been overrun by thousands of **macroviruses**, and the crew are all paralyzed. When Neelix is infected, Janeway is forced to fight back.

CAPTAIN'S LOG
STARDATE 50425.1

"Mr. Neelix and I have completed our three day trade mission with the Tak Tak, one of the more unusual species we have encountered in the Delta Quadrant. We are en route back to VOYAGER."

Captain Janeway and **Neelix** have just completed a diplomatic mission with the **Tak Tak**. When they return to the ***U.S.S. Voyager NCC-74656*** in a shuttle, they discover that the ship is adrift. *Voyager* does not seem to be damaged, but nobody answers their hails, and some kind of bioelectric interference prevents Janeway from getting any life sign readings.

Neelix and Janeway board the ship, which appears to be deserted. The captain's **tricorder** shows that the bioelectric field permeates the vessel, but she cannot find out where it is coming from. The computer systems are down, so the pair head for the bridge. On the way, they detect a com signal in **Ensign Wildman**'s quarters; the signal is coming from Neelix's 'Good morning, *Voyager*' program, which was activated 11 hours ago and has been playing ever since.

Mysterious creatures

When Neelix and Janeway leave the room, they see something moving off down a corridor. They follow it into the transporter room, where they find a hole in the pad – something has just punched through the floor into a **Jefferies tube**. The ship's systems are failing one by one, so they go to a **turbolift** and head to the bridge.

Because the environmental systems are offline, the ship is heating up. In the turbolift, Janeway and Neelix hear a buzzing noise and then a long tendril punches through the wall and hits Neelix. They escape through the top of the turbolift and make their way into the Jefferies tubes. Janeway picks up some human life signs, but she can't get a fix on their location. Neelix develops a fever, and Janeway is forced to leave him while she fetches a medkit from a higher level. But when she gets back, Neelix is gone.

Janeway goes to Main Engineering, where she strips down to her vest and collects some weaponry. Armed with a knife and a **phaser rifle**, she finally makes it to the bridge. She sends an SOS, then, suddenly, something seems to sting her in her left bicep.

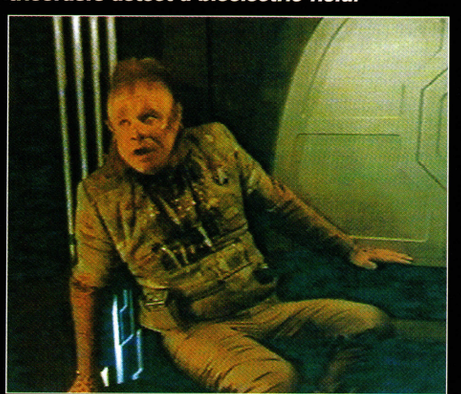
The internal sensors show the captain where the life signs are located. She leaves the bridge and goes to the mess hall, where she finds several of the crew, including

ON SCREEN...

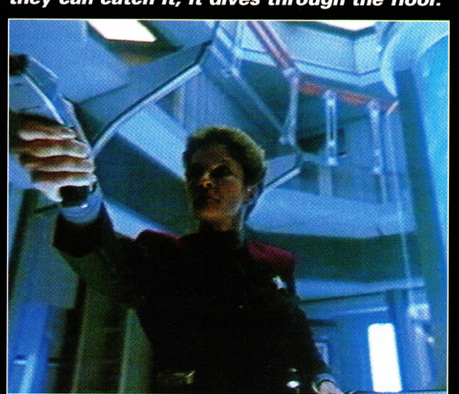
1 *When their shuttle arrives at the rendezvous point, Neelix and Janeway discover that the U.S.S. VOYAGER is adrift.*

2 *The two crew members board the ship, which seems to be deserted. Their tricorders detect a bioelectric field.*

3 *Janeway and Neelix chase a creature into the transporter room, but before they can catch it, it dives through the floor.*



4 *Neelix is attacked, and starts to weaken. When Janeway leaves him to fetch a medkit, the creatures attack again.*



5 *Captain Janeway goes to Main Engineering and collects some weapons, then sets off after the invading creatures.*

6 *Heavily armed, Janeway makes it to the bridge. She manages to send a distress call, but one of the creatures 'stings' her.*

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STARSHIP LOG

FILE 71 CARD 51

'Macrocosm'

Harry Kim and **Chakotay**. They are all unconscious, and some kind of insect-like creature flies out of a sore on Chakotay's neck. While the captain is examining her crewmates, a three-limbed flying creature attacks her, but she manages to destroy it with her phaser rifle.

Janeway runs out of the mess hall and goes to sickbay. The **Doctor** is unharmed, and is delighted to see her. He tells her it won't be long before the aliens sense her presence and try to invade sickbay. As he treats her wounds, he explains that *Voyager* has been infected by a **macrovirus**.

Distress call

Shortly after she and Neelix left *Voyager*, the crew received a distress call from a mining colony, which was suffering from a viral infection. The Doctor volunteered to help them using his mobile **holo-emitter**. When they arrived at the planet, they couldn't make contact with the miners. The Doctor went down to the surface and discovered they had been infected by a virus that was attracted to heat. It concentrated itself in their necks, and was producing macroscopic versions of itself. The Doctor wanted to study it, but Chakotay refused him permission to bring it, or the infected miners, aboard *Voyager*.

The Doctor returned to the ship and found that the virus had been beamed aboard with him. He purged it from the transporter filters, but he didn't realize that some of it had migrated into the transporter buffer. Then the Doctor began work on an antigen that would inhibit the virus's ability to replicate. Meanwhile, the macrovirus had migrated into *Voyager*'s other systems. It infected a gel pack in the mess hall, and when **B'Elanna Torres** tried to examine it, the macrovirus infected her too. The Doctor realized the macrovirus was aboard the ship, and quarantined the crew to Deck 2.

As he explains what happened, the Doctor treats Janeway's wounds and injects her with the antigen.

Voyager overrun

After Deck 2 was sealed, the Doctor took a sample of the macrovirus to sickbay, where it grew to several meters wide. In the mess hall, B'Elanna started to produce more macroviruses. The Doctor killed the sample in sickbay and prepared an injection that would eliminate the virus, which he tried to give to the infected crewmen in the mess hall. He failed; the large macroviruses fought him off and overran the ship.

The Doctor suggests that he and Janeway could distribute the antigen through the environmental systems, but they will have to get them back online first. The Doctor prepares two canisters of the antigen, and the two crew members take different routes to environmental control.

The macrovirus has overrun Deck 10 and the Doctor is forced to take refuge in a shuttlecraft, but Janeway makes it to environmental control. She gets the controls back online, but as she works the Tak Tak attack *Voyager*. The **Tak Tak consul** explains that they have to destroy the virus.

Janeway persuades the consul to give her one hour, but the attack has damaged the environmental systems. Since they can no longer distribute the antigen though the environmental systems, Janeway suggests a different approach; she programs the **holodeck** to generate heat, which attracts all the macroviruses. This leaves the Doctor free to help the crew, while Janeway prepares an antigen bomb. One of the macroviruses attacks her, but she defeats it and throws the bomb into the holodeck, and all the macroviruses are destroyed.

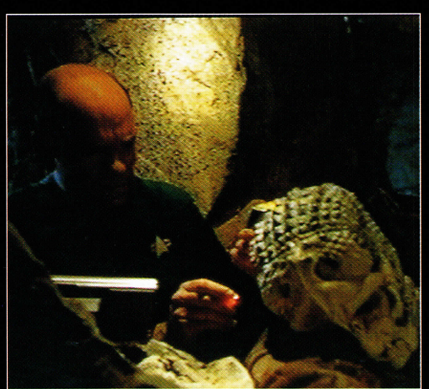
STARSHIP FACTS

Gestures are an important part of the Tak Tak language and, during the diplomatic mission, Captain Janeway nearly causes an incident by putting her hands on her hips.

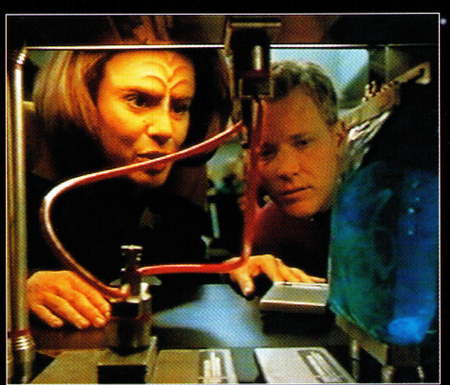
ON SCREEN...

7 ***The bridge sensors show Captain Janeway that several crew members are in the mess hall. When she gets there, a creature attacks her.***

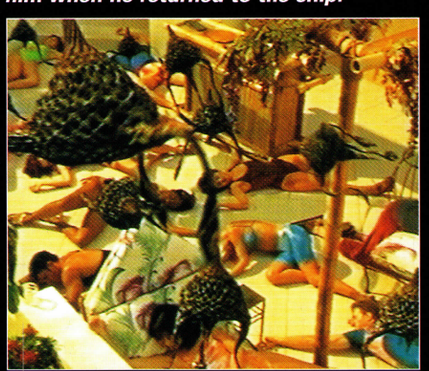
8 ***Janeway arrives in sickbay, where the Doctor is able to treat her wounds and tell her what happened on the ship while she and Neelix were away.***



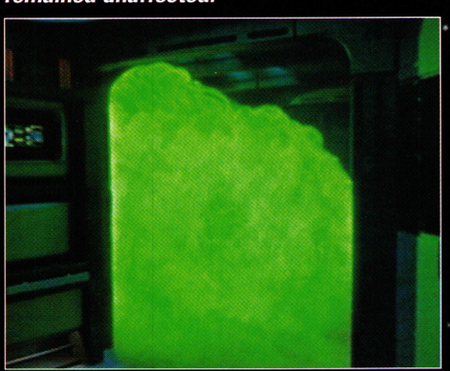
9 ***VOYAGER had responded to an SOS from a mining colony. The Doctor accidentally brought a macrovirus with him when he returned to the ship.***



10 ***The macrovirus migrated into VOYAGER's systems, and soon infected the entire crew. Only the Doctor remained unaffected.***



11 ***Janeway lures all the macroviruses into a holodeck by programming the computers to generate heat, and the characters to act as if they are infected.***



12 ***Now that all the macroviruses are in one place, Janeway is able to destroy them with an antigen bomb. The Doctor eliminates the smaller viruses.***

E continued

Eryops A toadlike creature of Earth's Devonian period, roughly 400-500 million years ago. Considered the last common ancestor of both cold- and warm-blooded organisms, Eryops also established a link between Earth mammals and the saurian **Voth** species, validating **Professor Gegen**'s **Distant Origin Theory**. (*Starship Log:* 'Distant Origin' [VOY]) ***SEE FILE 71***

escape pods The starship equivalent of lifeboats. Escape pods allow crew members to quickly evacuate a disabled or threatened ship by launching from various points around the parent vessel. While not designed for longterm use or travel, evacuees have survived for five months aboard the pods. (*Starship Log:* 'Angel One' [TNG]; 'Emissary' [DS9]; ***Star Trek II: The Wrath of Khan***; ***Star Trek: First Contact***) ***SEE FILES 25, 26, 31, 69, 70, 73, 79***

eseekas **Argrathi** drawing form, often used as a way to relax the body and occupy the mind. Ideally, eseekas start with a circle and evolve 'organically', without conscious thought by the creator. **Ee'Char** taught **Miles O'Brien** how to draw eseekas during their imprisonment. (*Starship Log:* 'Hard Time' [DS9]) ***SEE FILES 18, 70***

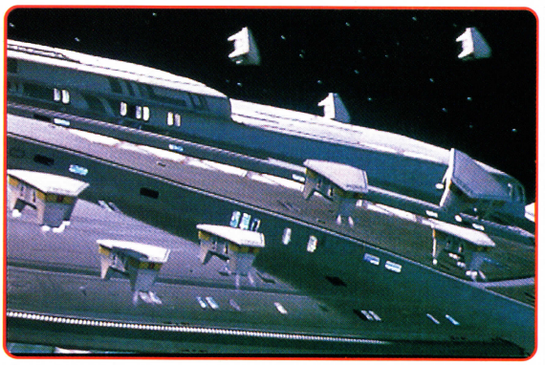
Eskarian egg An ovum, possibly used in humanoid meals. To have 'Eskarian egg on the face' is to be acutely embarrassed or humiliated, something **Neelix** promised would happen to **Tuvok** following his journalistic investigation. (*Starship Log:* 'Investigations' [VOY]) ***SEE FILE 71***

esophageal spasm A sudden, involuntary contraction of the throat, whether as harmless as a hiccup or as dangerous as a choke. The ***U.S.S. Voyager***'s **EMH** attended the 2371 surprise party for **Kes** at **Sandrine's** in case of such an emergency. (*Starship Log:* 'Twisted' [VOY]) ***SEE FILE 71***

esophageal tract A portion of the digestive canal located in the humanoid neck area. ***U.S.S. Voyager***'s **EMH** removed the **Borg** microtubule network embedded in **Seven of Nine**'s esophageal tract. (*Starship Log:* 'The Gift' [VOY]) ***SEE FILE 71***

Esoqq Male **Chalnoth**. Esoqq was abducted by a previously-unknown race during an experiment in the nature of authority. **Jean-Luc Picard**, **Mitena Haro**, and **Kova Tholl** were also held captive with Esoqq. (*Starship Log:* 'Allegiance' [TNG]) ***SEE FILE 69***

Esoqq was among a group of aliens kidnapped and incarcerated so that their captors could study their behavior.



The escape pods of the U.S.S. ENTERPRISE NCC-1701-E were jettisoned when Captain Picard decided to activate the Borg-infested ship's autodestruct sequence. These escape pods were programmed to make planetfall almost immediately, but they, and most other models, could support life for weeks if needed.

ESP SEE **extrasensory perception**

Essex, U.S.S. **Federation** starship, ***Daedalus*** class, registry number ***NCC-173***. In 2167, the *Essex* was destroyed, and all hands perished, in an electromagnetic storm produced by **Ux-Mal** outlaws. Some 200 years later, the ***U.S.S. Enterprise NCC-1701-D*** encountered these fugitives posing as *Essex* survivors. (*Starship Log:* 'Power Play' [TNG]) ***SEE FILES 18, 31, 69***

Esteban, Captain J.T. **Starfleet** officer charged with heading the investigation into the newly-formed **Genesis Planet** in 2285. Esteban and all but two of his crew from the ***U.S.S. Grissom*** were killed in a **Klingon** assault. (*Starship Log:* ***Star Trek II: The Search for Spock***) ***SEE FILES 19, 31, 73***

Etanian Order **Delta Quadrant** species that conquers other civilizations and planets by fabricating astrophysical disasters, such as asteroid impacts, that force the local inhabitants to flee. The ***U.S.S. Voyager*** prevented just such a takeover attempt of a **Nezu** colony. (*Starship Log:* 'Rise' [VOY]) ***SEE FILES 18, 71***

Ethan An assumed name or identity used by the child-entity **Barash** within the artificial reality he created on planet **Alpha Onias III**. (*Starship Log:* 'Future Imperfect' [TNG]) ***SEE FILES 58, 69***

Etheria A **Dabo** girl in **Quark's bar** on ***Deep Space Nine***. (*Starship Log:* 'Rules of Engagement' [DS9]) ***SEE FILES 29, 70***

ethical program A subroutine within the cerebral programming of the android **Data**. This software provided Data with the means to assess the effect of his actions on the welfare of other beings. (*Starship Log:* 'Descent', Part II [TNG]) ***SEE FILES 55, 69***

'Ethics, Sophistry and the Alternate Universe' A tome of moral and philosophical inquiry by the author **Ving Kuda**. **Jean-Luc Picard** once brought the book with him to **Risa**, although it is hardly standard holiday reading. (*Starship Log:* 'Captain's Holiday' [TNG]) ***SEE FILES 43, 69***

Eryops
escape pods
eseekas
Eskarian egg
esophageal spasm
esophageal tract
Esoqq
ESP
Essex, U.S.S.
Esteban, Captain J.T.
Etanian Order
Ethan
Etheria
ethical program
'Ethics, Sophistry and the Alternate Universe'
ethmoid fossa
ethylene
Eudana
Eugenics Wars
European Hegemony
Evadne IV
Evans, Charles
Evansville, John
evasive pattern
Evek, Gul
event horizon
Everest, Mount
Evolved Ferengi
exanogen gas
Exarch
Excalbia

Miles O'Brien learned to draw eseekas from Ee'char. The activity calmed his mind and helped him to endure prison life.

Ethan was another name used by Barash, a near-omnipotent but lonely entity who created an elaborate fantasy in which he trapped Command Riker.

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ethmoid fossa
Part of the light spongy bone in the human nose, forming part of the walls and septum of the superior nasal cavity. **Lt. Carey** had to have his reset by the **EMH** in 2371 after he was punched by **B'Elanna Torres**. (*Starship Log:* 'Parallax' [VOY]) ***SEE FILES 43, 71***

ethylene
Colorless, slightly sweet-smelling gas produced by the distillation of petroleum. In 2372, **Harry Kim** detected traces of this alkene in space, just prior to the discovery of a 1930's pickup truck floating in the **Delta Quadrant**. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILE 71***

Eudana
This **Sikarian** female introduced **Harry Kim** to the sensual **Erosene winds** of the **Alastria** system. She also helped ***U.S.S. Voyager*** crew members illicitly obtain the matrix of the Sikarians' **spatial trajector**. (*Starship Log:* 'Prime Factors' [VOY]) ***SEE FILES 18, 71***

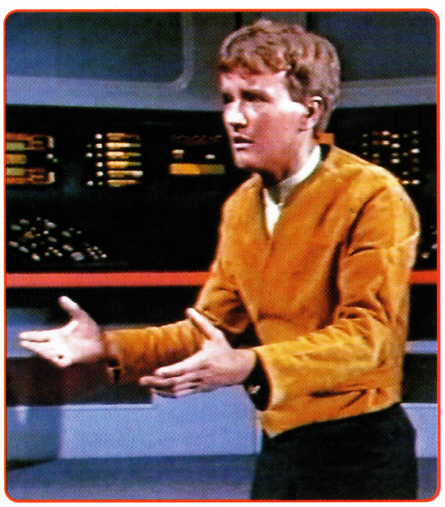
Harry Kim learned about the amazing range of the Sikarian trajector platforms first hand when Eudana used the technology to transport him to the distant Alastria system.

Eugenics Wars
Series of widespread armed conflicts on planet Earth, believed to have occurred in the late 20th-century, attributed to the ascendancy of certain genetically-bred humanoids, among them **Khan Noonien Singh**. (*Starship Log:* 'Space Seed' [TOS]; 'Doctor Bashir, I Presume?' [DS9]) ***SEE FILES 7, 44, 68, 70***

European Hegemony
Predominant political federation on Earth in the 2100s, often seen as a rudimentary attempt at a unified planetary state. (*Starship Log:* 'Up The Long Ladder' [TNG]) ***SEE FILES 7, 69***

Evadne IV
The ***U.S.S. Enterprise NCC-1701-D*** headed for this planet on a diplomatic assignment in 2367, following their extrication from a volatile wormhole in the **Ngame Nebula**. (*Starship Log:* 'Clues' [TNG]) ***SEE FILES 3, 69***

Evans, Charles
Human crash survivor raised by the **Thasians** from the age of three until his rescue by the ***U.S.S. Antares*** at 17. His extraordinary cerebral and psycho-kinetic abilities, and lack of social contact, prevented him from integrating into human society. He destroyed the *Antares* in an attempt to hide his abilities from others, but the Thasians eventually returned him to their own planet. (*Starship Log:* 'Charlie X' [TOS]) ***SEE FILES 44, 68***



Charlie Evans wanted to stay on the U.S.S. ENTERPRISE and live among humans, but his extraordinary abilities made this prospect too dangerous.

Evansville, John
A leader of the human colony encountered by the ***U.S.S. Voyager*** on the former **Briori** homeworld. The colony consisted entirely of the descendants of 300 humans abducted from Earth by the Briori in 1937, several of whom were still in cryostasis in 2372. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILES 4, 44, 71***

evasive pattern
A **Starfleet** maneuver intended to elude or hide from an enemy, especially when shields or weapons are inoperative. Evasive patterns are ordered via coded designations such as '**Omega Three**' or '**Delta Four**'. (*Starship Log:* 'Initiations' [VOY]) ***SEE FILES 19, 71***

Evek, Gul
Cardassian military officer. While in command of the ***Vetar*** warship, Evek was a frequent antagonist of **Federation** personnel, despite the official cessation of active hostilities. He was believed killed in the **Badlands**, while pursuing a **Maquis** ship, in 2371. (*Starship Log:* 'Journey's End' [TNG]; 'The Maquis', Part I [DS9]; 'Caretaker' [VOY]) ***SEE FILES 13, 50, 69, 70, 71***

Gul Evek had no love for the Federation. His suggestion for solving a vole infestation of DEEP SPACE NINE was that Starfleet should withdraw from Bajor.

event horizon
Powerful energy field surrounding a quantum singularity star. Its gravitational forces can seize any object, even though the object appears to still be moving, as happened to the ***U.S.S. Voyager*** in 2371. (*Starship Log:* 'Parallax' [VOY]) ***SEE FILES 5, 71***

Everest, Mount
English name for the mountain peak known locally as Chomo Lungma ('goddess-mother'). Located on the Nepal-Tibet frontier on Earth, Everest is the highest point on the planet, at 8847 meters, and, in a ***Deep Space Nine*** **holosuite** program, the site of a fortress belonging to the infamous **Dr. Hippocrates Noah**. (*Starship Log:* 'Our Man Bashir' [DS9]) ***SEE FILES 29, 43, 70***

Evolved Ferengi
According to **Rom**, a hypothetical new class of **Ferengi** proposed by the **Nagus** in 2371 because "it is time for the Ferengi to move beyond greed." (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILE 70***

exanogen gas
An intensely cold volatile substance which is used to decelerate the development and reproduction of **nitrium metal parasites**. (*Starship Log:* 'Cost of Living' [TNG]) ***SEE FILE 69***

Exarch
A **Cardassian** political title, usually a local or provincial administrator. **Kotan Pa'Dar** was Exarch of a settlement on **Bajor** around 2362 when his son was believed killed in a Bajoran terrorist attack. (*Starship Log:* 'Cardassians' [DS9]) ***SEE FILES 10, 13, 70***

Excalbia
Alpha Quadrant planet covered by liquefied mineral matter and surrounded by a toxic gaseous envelope. The native life forms are sentient, rock-based creatures. (*Starship Log:* 'The Savage Curtain' [TOS]) ***SEE FILES 4, 18, 68***

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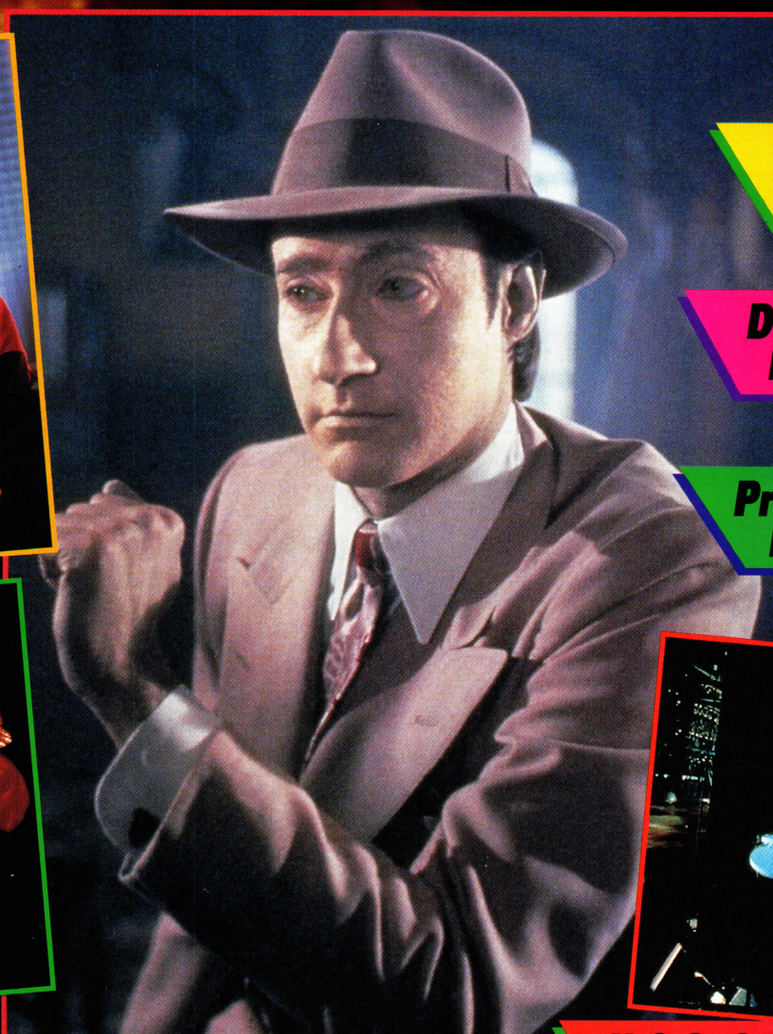

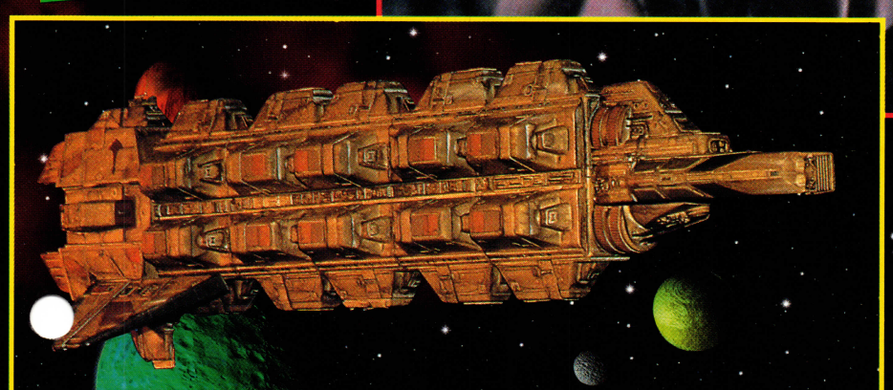

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Entertainment and education

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Delivering supplies and more

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Destroyed by the Borg at Wolf 359

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Odo's office: designed with order in mind

The CARDASSIAN FREIGHTER
Gul Dukat takes on the Klingons

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OTHER GROUPS AND RACES

THE MIRROR UNIVERSE

OTHER GROUPS AND RACES

Across a dimensional divide is a universe that is a dark reflection of our own. Here, might is right and evil prevails, but everything – including the people – is still startlingly familiar.

Following the Big Bang, the universe began to divide. Because atoms are little more than clouds of probability, every time a particle takes on a set of characteristics rather than another that was just as likely, two universes are created, in which each of these events occurred. The process is continuous and infinite; somewhere, every decision that could have been made, has been.

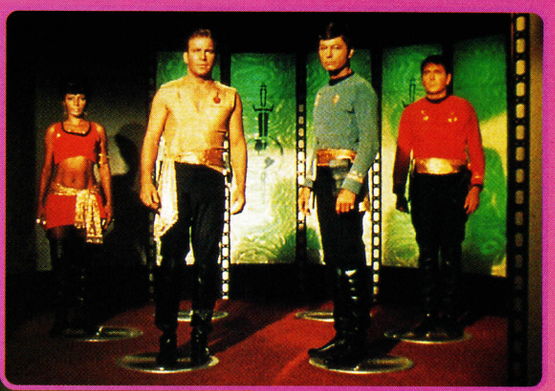
Some parallel universes are so similar that one would not be able to detect a difference between them without sophisticated instruments. Other universes are so different from a person's home universe that they would be entirely unrecognizable to an interdimensional traveler; in others, the differences fall somewhere between these two extremes.

Of the many divergent universes encountered by personnel from the universe we inhabit, there is one that has been explored far more than any other. This universe, first encountered in 2267 by four **Starfleet** officers from the ***U.S.S. Enterprise NCC-1701***, has come to be known as the **mirror universe**.

The mirror universe

The mirror universe is extremely similar to the universe we know. So close, in fact, that the split between them is likely to have happened only a short time before its discovery by primary universe personnel. The humans, **Klingons**, **Bajorans**, **Cardassians**, **Trill**, and **Ferengi** familiar to our Galaxy also exist in the mirror universe. The **Halkans** exist in both universes, and are similarly passive in each one; in both primary and mirror universes, their planet is rich in **dilithium crystals**. **Vulcans** exist also, and though they still worship logic, they are not above using violence to get what they want. In fact, the defining characteristic of the mirror universe over the one we know appears to be in its psyche rather than its physical nature. It is a darker, more violent place. It is a universe where might is right, and evil nearly always seems to prevail over those who would try to oppose it.

The earliest contacts between the primary



The mirror universe personnel find it more difficult to hide their true identities in the primary universe. They are soon imprisoned.

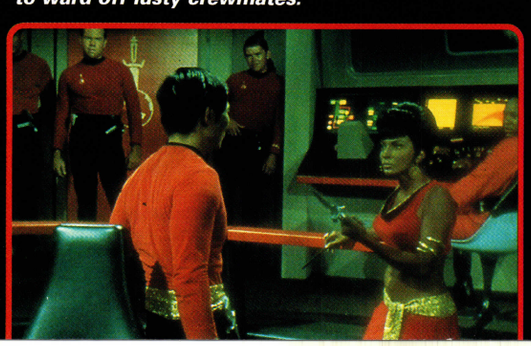
First contact with the mirror universe is initiated by a freak transporter accident. A landing party from the primary universe U.S.S. ENTERPRISE are swapped with their counterparts from the mirror universe.

SAME DIFFERENCE

Mirror image

The primary universe Starfleet officers who find themselves in the mirror universe in 2267 are confronted by officers who look like their colleagues but act very differently. Captain Kirk is expected to obliterate a peaceful race who will not grant mining rights to the Empire, and Uhura must defend herself from aggressive sexual advances that would never be tolerated on her own ship.

Women in the mirror universe version of Starfleet often keep knives in their boots to ward off lusty crewmates.



Universe The Mirror Universe

Quadrant N/A **Class** N/A

Ruling power The Terran Empire

Social structure
Based on a system of 'might is right'. Personnel advance up the ranks by assassinating those above them.

Level of technology
Appears to be identical to that of the primary universe: transporters, deep space exploration starships. Also more sinister technology such as agony booths.

Starship Log
STAR TREK: The Original Series 'Mirror, Mirror'; STAR TREK: DEEP SPACE NINE: 'Crossover', 'Through the Looking Glass', 'Shattered Mirror', 'Resurrection'

OTHER CARDS IN THIS FILE...

APPENDIX CARD 2A: HISTORY OF THE MIRROR UNIVERSE Pt 1

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SEE OTHER FILES...

ALTERNATE UNIVERSE VESSELS ..... File 41

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THE MIRROR UNIVERSE

Many peaceful races of the primary universe are more brutal and warlike in the mirror universe, but the gentle Halkans are pacifists in both realities.

One of the most important men in the history of the mirror universe is Mr. Spock, the first officer of the I.S.S. ENTERPRISE. His meeting with primary universe personnel will change his people's history forever.

GALAXY FACTS

- **There is no indication that the mirror Bajorans are aware of the Bajoran wormhole, or the aliens that their primary universe counterparts consider to be the Celestial Prophets.**
- **Following Kirk's party's initial contact with the mirror universe, it is more than 100 years before the second crossover occurs.**

universe and the mirror universe are accidental. The first is caused by a power surge in the transporter system of a ***Constitution***-class starship caused by a standard ion-type magnetic storm; it causes four officers from the ***U.S.S. Enterprise NCC-1701*** – **Captain Kirk**, **Chief Engineer Scott**, **Dr. McCoy**, and **Lt. Uhura** – to be transported to the ***I.S.S. Enterprise***, a vessel that is a dark reflection of their own; at the same time, their mirror counterparts are transported onto the primary universe *Enterprise*. The displaced officers are physically so similar to their mirror universe counterparts that the rest of the crew are not aware that the switch has been made.

All knowledge of the mirror universe gathered on this trip is gleaned from their interaction with the mirror ship's crew, and their arrival changes forever the course of the mirror universe's history.

Technicians in the mirror universe later redesign their transporters to prevent the kind of accident that first allowed travel between their universes from happening again. However, transporter accidents are not the only way in which travel between the two universes can be facilitated, and primary Starfleet personnel continue to show up in the mirror universe. In 2371, a Starfleet ***Runabout*** jumps between universes when it suffers a mechanical failure while passing through the **Bajoran wormhole**. Later, mirror universe technology is developed so that interdimensional transposition may be undertaken at will.

THE MIRROR STARFLEET

The Terran Empire

In the 2260s, the mirror universe has a dark, militaristic organization that can nonetheless be instantly recognized as a twisted version of Starfleet. Officers in the mirror universe are always met with the Imperial salute. Though the Starfleet uniforms of both the primary and the mirror universe are similar, the uniforms in the mirror universe have a definite piratical slant; men wear colorful sashes, and women have bare midriffs and wear tall black boots in which they commonly keep knives that are not just for decoration. The chain of command aboard the *I.S.S. Enterprise* corresponds to the command structure in the primary universe, but the method of advancing in rank is different. In the mirror universe, crew members achieve advancement by assassinating those above them. The mirror Kirk becomes captain of the *I.S.S. Enterprise* by assassinating the mirror Christopher Pike, and goes on to confirm his brutal nature when he suppresses the Gorlan uprising by destroying the rebel homeworld. Shortly afterward, he executes 5000 colonists on Vega IX. The crime committed by the colonists is unknown, but the response is all too characteristic of the brutal Empire.

The symbol of the Terran Empire, a sword through the planet Earth, is displayed on the ship's doors.

Crew members who step out of line are punished with agonizers. More serious offenses result in a visit to agony booths.

THE ALLIANCE AND TEROK NOR

The Alliance

By the 2370s, when contact between the primary and mirror universes is reestablished, the balance of power has shifted. The Terran Empire has been replaced by the Alliance, an organization comprising the Cardassians, Klingons, and Bajorans; the symbol of the Alliance is a combination of the primary universe insignias of these races. It looks something like a great black bird with its wings spread. Alliance security officers wear the symbol of the Alliance on the right side of their chest.

The Alliance controls *Terok Nor* by way of a Bajoran leader, but it is now the Terrans rather than the Bajorans who provide the slave labor. The Promenade is more garish than that of the primary *Deep Space Nine*. Bajorans, Cardassians, and Klingons strut through with the confidence of those who know they are at the top of the food chain.

The ore processing section is hellish, filled with smoke, dust, and heat. The Terrans who work here have no names, only serial numbers, but though enslaved they can rise to easier work and positions of greater trust.

The symbol of the Alliance is a combination of the individual symbols of the races that comprise this harsh union.

Aboard TEROK NOR, human and Vulcan slaves work in ore processing. It is a hard and unrelenting life.

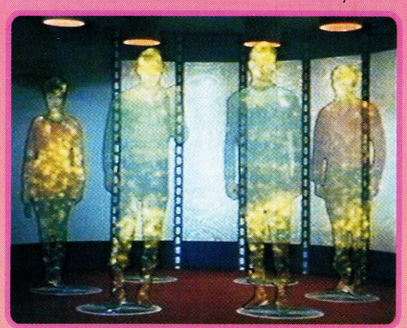
OTHER GROUPS AND RACES

HISTORY OF THE MIRROR UNIVERSE

OTHER GROUPS AND RACES

Part 1 Visitors from the primary universe tell **Spock** of the ***I.S.S. Enterprise*** that terror is not the most logical tool to use for ruling the Galaxy. Listening to their pleas, he begins a series of reforms, little realizing his actions will lead to the downfall of the **Terran Empire**.

Few definite facts are known about the **mirror universe** prior to first contact with the primary universe, but from the startling similarities between the two, it can be assumed that their histories have run broadly similar courses. We know that the human race of the mirror universe branched out into the stars and forged a great Empire, maintained by terror. In starships identical to those of the primary universe **Starfleet**, the **Terran Empire** roamed the Galaxy, taking what it wanted by force and crushing those who dared oppose it. The history of the mirror universe is overwhelmingly one of violence, in which humanity never moved beyond its warlike past in the same way that it did in the primary universe.



First contact between the mirror and primary universes occurs when a transporter malfunction transposes the landing parties of the U.S.S. ENTERPRISE and I.S.S. ENTERPRISE.

Enter another world

Since contact occurred, however, the history of the mirror universe has been indelibly linked to the influence of its more gentle counterpart.

In 2267, the ***I.S.S. Enterprise***, a starship in the service of the barbaric Empire, encounters a group of beings from an alternate universe. The visitors are crew members from a parallel vessel, the ***U.S.S. Enterprise***, in the service of the **United Federation of Planets**. The Federation is a political union of spacefaring peoples, with a social system that prizes the ideals of peace, unity, and understanding among all races and species; it is the opposite of the brutal and fascistic Terran Empire.

The meeting of the primary Kirk and the mirror Spock changes the history of the mirror universe forever.

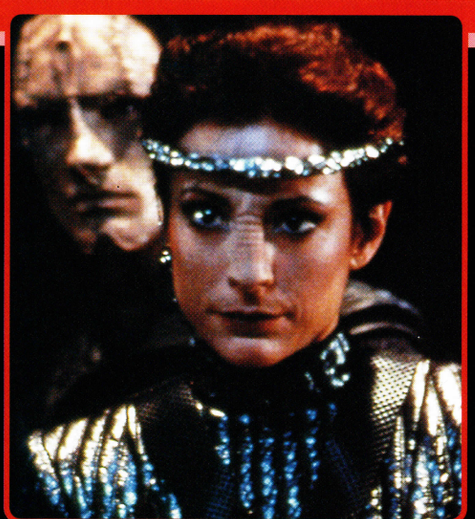
The Tantalus device gives Spock the means by which to rise to a position of influence.

Arriving by way of a freak transporter accident, the visitors are trapped aboard the *I.S.S. Enterprise* until they are able to simulate the same effect and escape. As they are about to transport home, the leader of the Federation crew, **Captain Kirk**, makes an impassioned speech to the *I.S.S. Enterprise*'s second-in-command, **Spock**, imploring him to use his logical nature and respected position to positively influence his Empire's destiny, to steer it away from its violent course. Kirk believes that Spock has the capabilities to overthrow the Empire and replace it with a more humane government, and gives him the **Tantalus**

ALLIANCE, NOT OPPRESSION

Different paths

In the primary universe, the Bajorans spent decades of oppression under Cardassian occupation, but in the mirror universe they are part of the Cardassian/Klingon alliance. In this universe, Terrans are the slaves.



Cardassians and Klingons rule in the mirror universe. The Bajorans are their allies.

Kira Nerys is the Intendant of TEROK NOR, a dark reflection of her primary universe role.

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GALAXY FACT

In 2267, the Halkans are threatened by the *I.S.S. Enterprise*. Spock predicts that the Galaxy will revolt against the Empire in 240 years, and that the inevitable outcome will be the collapse of the Empire. They have no idea that their prediction will come true much sooner than this.

device, the means by which to do what he has suggested. Evidently, Spock decides that the primary universe Kirk is correct. He assassinates the mirror Kirk and takes over his ship. From here, he will eventually rise to the position of Commander-in-Chief of the Empire.

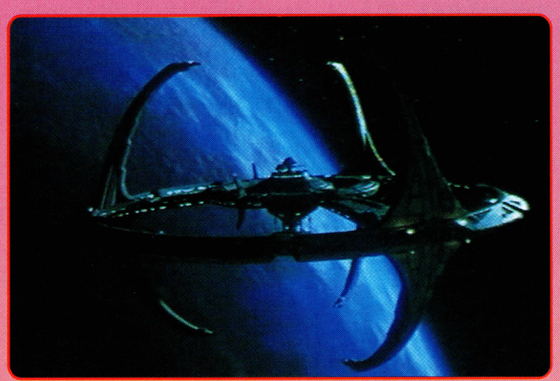
In the years that follow, Spock begins to forge a new political system, one far removed from the brutal policies for which the Empire was infamous. By adopting methods other than those of terror and death, he is able to steer the Terran Empire onto a radically different path. Preaching the virtues of reform, disarmament, and peace, Spock plays a pivotal role in his universe, leading his people out of a dark, violent, past and onward toward a more enlightened future.

Changing course

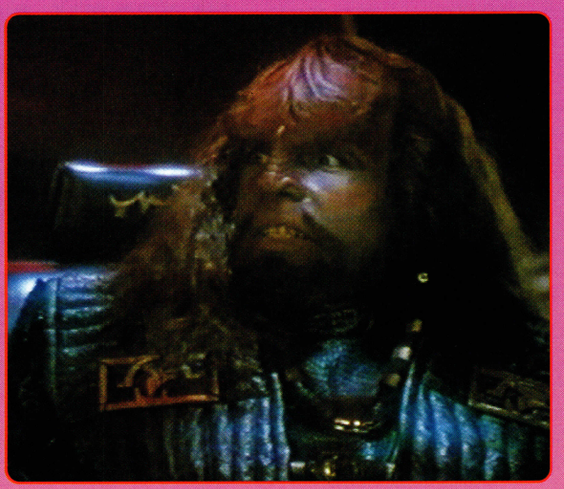
Through Spock's leadership, the Empire is changed forever. These changes, however, are ultimately far different than anything that Spock or the primary universe Kirk had ever envisioned.

For a time, it seems that Spock's influence on the Empire, based on Kirk's seemingly logical argument, will be a wholly positive one. Yet when dealing with sociopolitical equations on a galactic scale, what may seem to be a to be a simple course of action can have unexpectedly complex repercussions. One of the reasons for the Federation's **Prime Directive** of non-interference is that tampering with established societies can have unforeseen negative consequences, even when the course of action seems morally justified and necessary.

The result of Spock's influence, though guided by honor and logic, is ultimately disastrous for the Terran Empire. As the years pass, Spock's reforms begin to take hold throughout the Empire, bringing about an age of enlightenment and progress. The people of the Terran Empire develop a new regard for the virtues of tolerance and eventually the seeds of peace begin to take root. However, while the Terran Empire continues its remarkable transformation, certain other galactic powers come to suspect that these changes are leaving the once-invincible Empire weak and vulnerable to invasion. To best take advantage of this, an Alliance is formed between the **Klingons** and the **Cardassians**.



The mirror universe space station TEROK NOR is still a mining facility under Cardassian rule; there is no United Federation of Planets to rename it DEEP SPACE NINE.



Worf of the mirror universe is the Regent and a leader of the Alliance. He has no connection to the Terrans who are his primary universe friends.

The fall of the Empire

Too weak to resist the power of the Alliance, the once feared Terran Empire is conquered, and humans are subjugated by a force easily the equal of the Empire at its barbaric peak. Planets such as **Bajor**, once crushed beneath the iron fist of the Empire, are eager to join this new order, increasing the already formidable strength of the Alliance.

In order to prevent the Terran Empire from once again gaining a foothold in galactic affairs, humans and **Vulcans** become a severely oppressed underclass in the Alliance, mainly used for harsh manual labor. They are all required to have designations, reflecting their relative status within the social structure. A **Theta** designation reflects a favored, trusted position, while **Lamdas** are subjected to hard labor, such as mining. It is ironic that Spock's dreams for the moral elevation and intellectual growth of the Terrans results in both they and the Vulcans being cast into slavery.

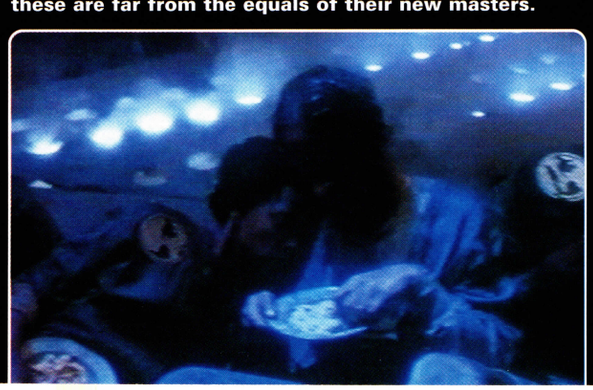
Believing that the first wave of visitors from the parallel universe of the Federation caused immeasurable harm to the Terran Empire, one of the first rulings of the Alliance is that anyone caught crossing over from the other side will be disposed of immediately.

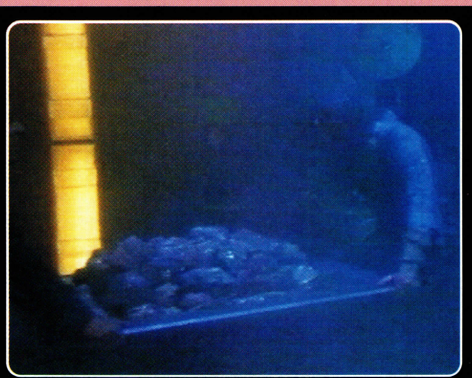
For more than 100 years, the door between the two universes remains firmly closed. But in 2370, another freak accident brings a new wave of visitors, and the Alliance's worst fears about the interference of primary universe personnel are finally realized.

A LIFE OF SLAVERY FOR THOSE WHO ONCE RULED

Tables turned

With the rise of the Alliance, the Terrans and Vulcans become slaves. Many of them work in harsh manual labor such as the ore processing plant on *Terok Nor*, a fate once endured by Bajorans in the primary universe. Those who are prepared to collaborate with the Alliance can make their own lives easier, but even these are far from the equals of their new masters.





Life is hard for the slaves. They live in conditions of poverty and have little food. Most are too tired to fight back.

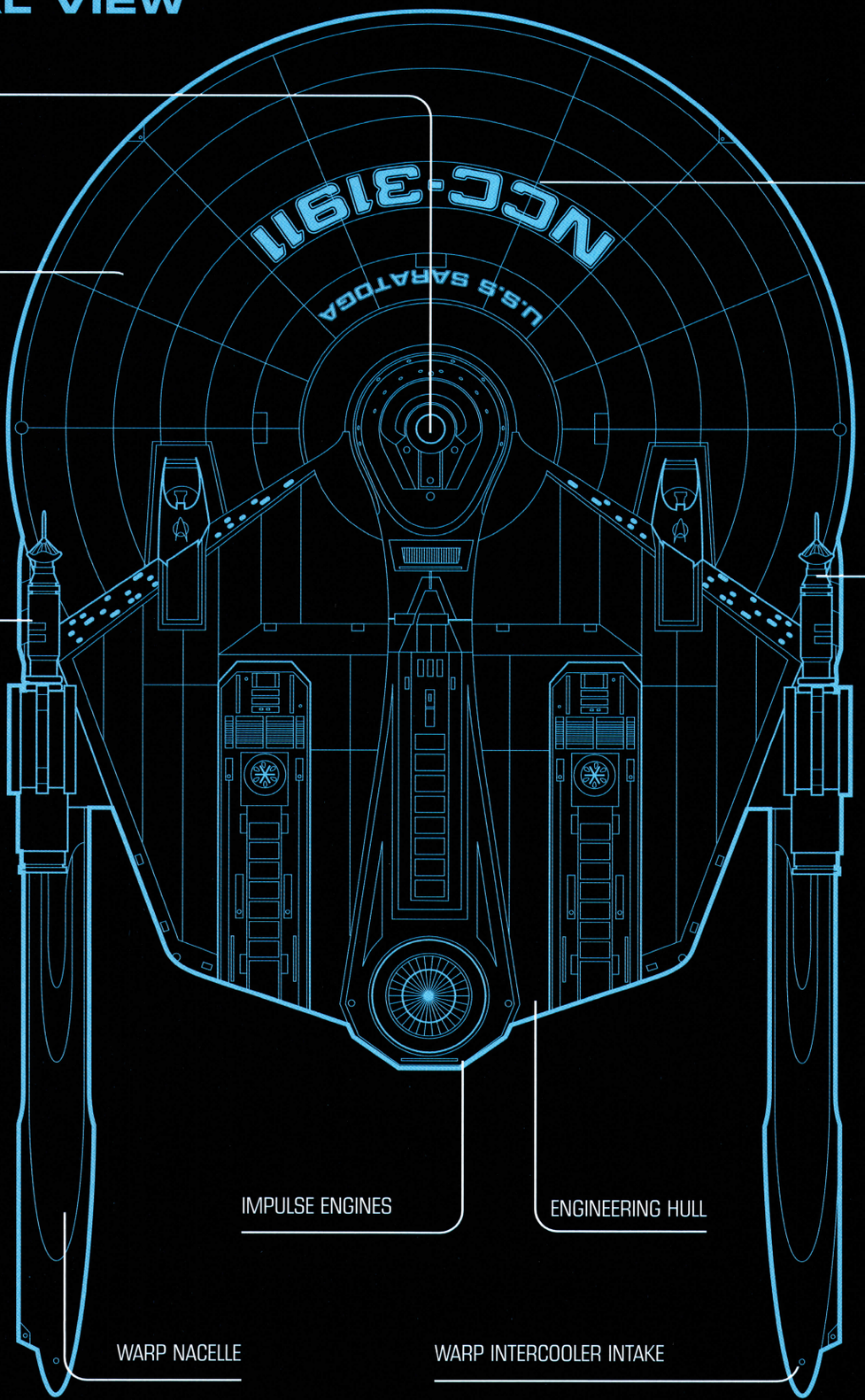
Most Terrans and Vulcans on TEROK NOR spend their days in the ore processing plant, engaged in hard labor.

TYPE:
MIRANDA-CLASS STARSHIP

REGISTRATION No:
NCC-31911

NAME:
U.S.S SARATOGA

DORSAL VIEW



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TYPE:
MIRANDA-CLASS STARSHIP

REGISTRATION No:
NCC-31911

NAME:
U.S.S SARATOGA

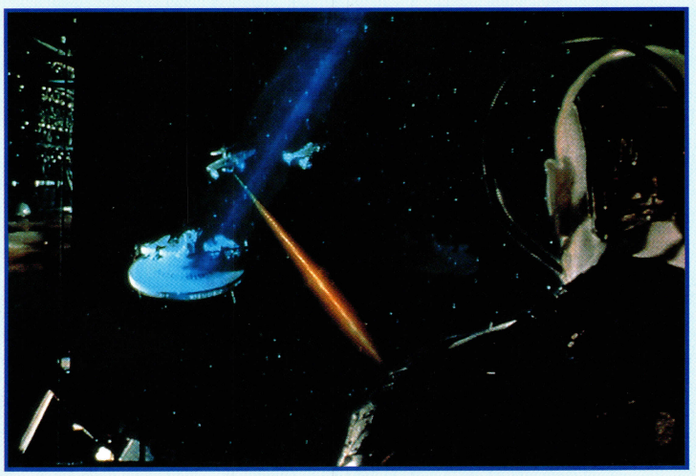
Before his assignment to *Deep Space Nine*, Benjamin Sisko was the executive officer of the *U.S.S. Saratoga NCC-31911*, one of the many Starfleet vessels to succumb to the Borg at the Battle of Wolf 359.

The ***U.S.S. Saratoga NCC-31911***, one of many ships that fight against the **Borg** at **Wolf 359**, is at least the second ***Miranda***-class **Starfleet** vessel to bear the name. The first *U.S.S. Saratoga*, registry number ***NCC-1937***, was disabled near the **Neutral Zone** in 2286 by the alien probe that attempted to contact Earth's whales; unfortunately, the later *Saratoga* suffers a more tragic fate.

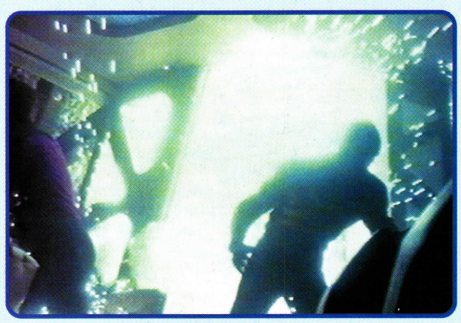
The crew of the *U.S.S. Saratoga NCC-31911* represents a typically cosmopolitan blend of **Federation** citizens; as on most ships, the crew are drawn from a diverse range of races. The ship's captain is a **Vulcan**, the first officer a human male, the tactical officer is a **Bolian**, and the conn and ops officers are human females. As is common aboard many Starfleet vessels of the late 24th century, regular crew members cohabit with their families; often, both parents are members of Starfleet. In 2367, the executive officer of the ship, **Lt. Commander Benjamin Sisko**, is joined by his young son **Jake**, and his wife **Jennifer**, a scientist.

The *Saratoga* crew bravely face their greatest challenge at the **Battle of Wolf 359**. Under incredible duress, they work to defend the planet Earth from the **Borg** threat.

The *Saratoga* is part of an assault wave on the Borg vessel that includes the ***U.S.S. Gage***, the ***U.S.S. Kyushu*** and the ***U.S.S. Melbourne***. The Borg ship obliterates the *Melbourne* and then turns its attention to the *Saratoga*. The Starfleet vessel tries to avoid the Borg's attempt to lock on by using **delta pattern evasive maneuvers**, but to no avail; the Borg tractor beam locks on and begins to drain the *Saratoga*'s shields. The shields fail, and the ship is rocked by explosions. The bridge crew are badly injured and many, including the captain, are killed. The survivors struggle back to their consoles, only to discover that the warp core has been damaged and containment failure is only four minutes away. Lt. Commander Sisko, now the senior officer, orders the crew to evacuate.



Locutus of Borg watches the Battle of Wolf 359, in which the U.S.S. SARATOGA is destroyed. The SARATOGA is one of 39 Starfleet vessels lost in the conflict.



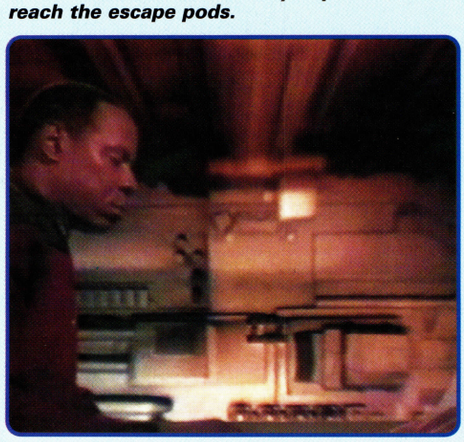
Electrical fires and explosions caused by the Borg onslaught rock the SARATOGA. The crew's only hope is to reach the escape pods.

Looking out for one another

Even in such desperate situations, the crew still find time to look out for one another rather than thinking only of themselves. The ship's evacuation is hampered by fires and fallen equipment, and crew members have to help injured and shocked crewmates to find the escape pods. When the Bolian tactical officer finds Ben Sisko trying to free the body of his wife, he knows that saving the living is more important than thinking of the dead; he drags Sisko and his son, Jake, away toward the escape pods. Jennifer's body is left behind. Ben and Jake escape to the pods, and watch the ship explode as they are ejected. Many of their crewmates are not so lucky.

The captain of the SARATOGA is a Vulcan. Sadly, he is among the crew who are lost with the ship.

In the aftermath of the battle, the surviving *Saratoga* crew have to learn to put the tragedy of Wolf 359 behind them and move on to new lives and new postings. At least they have the comfort of knowing that their sacrifice was not in vain; the Borg are stopped before their wave of destruction can reach Earth.



The SARATOGA escape pods are ejected from the ship at great speed, to give the crew the best chance of reaching a safe distance before their vessel explodes. The Borg seem to pay no attention to these tiny vessels.

Crew members such as Ben Sisko, the SARATOGA's executive officer, watch the ship explode from the relative safety of the escape pods. Unfortunately, they know that not everyone has made it out alive.

Cardassian Freighter

Cardassian freighters carry everything from harmless supplies to weapons across **Cardassian** space. Technically, they are military ships, but they are not capable of lasting long in a fight.

A ***Cardassian freighter*** is a long, narrow ship with a golden colored hull. It is a modular vessel, with a command module at the bow and an engineering module at the stern; a number of cargo modules (usually four) fit in between. *Cardassian freighters* are considered to be military ships, but the captains of such vessels have only a small amount of prestige. The freighters are primarily supply vessels, making deliveries to science stations and bases throughout Cardassian space; they carry a crew of 50, and have both warp and impulse capabilities. Sometimes, the Cardassians use what appear to be innocent supply ships to transport weapons. Under these circumstances, the ships are protected by a high-powered **subspace** field that **Starfleet** sensors are unable to penetrate. On the other hand, after sustaining a single direct hit from the disruptors of a ***Klingon Bird-of-Prey***, the freighter's defensive shields may be knocked down to 20 percent; a second hit would destroy the vessel.

Physical description

The design of the cargo modules indicates that they may be interchangeable; it is possible that fully loaded modules are attached together like the cars of a 20th century terrestrial freight train, towed to their destination, and then left behind.

The interior layout includes a bridge, a number of cargo bays, and staterooms for senior crew and guests. Technology is of traditional Cardassian design. The bridge is a small room with displays on the port and starboard walls; at the forward wall, the viewscreen has a typically Cardassian elliptical shape. Between the side wall displays are thin orange vertical ribs of light. In the center of the bridge is the captain's chair, a substantial and imposing structure. Forward of the captain and to his right is a station that can control sensors, weapons, and tactical information. Another similar station to the forward left is assigned to weapons control. On the wall just to the left of this weapons station is a tactical map displaying navigational information. In the port and starboard corners, behind the captain, are two more stations where crew members stand to do their work.

Quarters are small and simple. A set of bunkbeds fills one wall, and each bunk is illuminated by its own light bar. Other amenities include a table with two chairs and a small wall safe. The cargo inside each module is packed loosely, seemingly at random; the cargo module itself is lit by vertical white light bars in the walls.

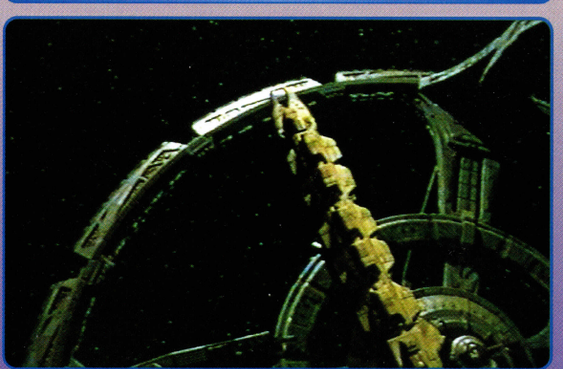
Weapons and defenses

Though the freighters are equipped with shields, sensors, and tactical computers, these supply ships carry limited weapons. The freighters are not capable of defeating either a ***Nebula***-class **Federation** starship or a ***Klingon Bird-of-Prey***. Even when the *Bird-of-Prey*'s shields are down, a freighter's **phasers** cannot penetrate its hull. When the freighter is at alert status, a signal that sounds like a quickly repeated three-part gong clangs throughout the ship.

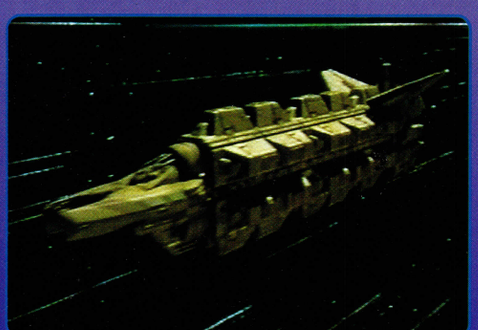
Destroying small meteors is all the ship's weapons can normally manage. When a phaser is fired, the entire freighter shudders and its phaser banks take much longer to recharge than would the phasers aboard a ***Cardassian cruiser*** or ***warship***. The freighter is a ship built for cargo, not for war.

CARDASSIAN FREIGHTERS, such as the GROUMALL, commanded by Gul Dukat, are primarily supply ships. They have few weapons.

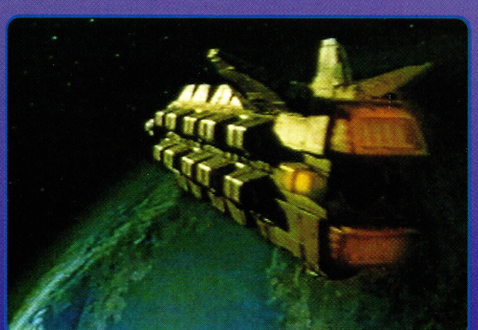
Gul Dukat, transferred to the GROUMALL after being disgraced for having a half-Bajoran daughter, spends most of his time on the bridge. The station to his left controls the ship's weapons.



Cardassian freighters are modular ships. The central area of the vessel comprises a series of identical cargo modules.



CARDASSIAN FREIGHTERS are equipped with warp engines, ensuring that their supplies are delivered as quickly as possible.



The freighters have impulse engines for maneuvering inside planetary systems. The engines of the GROUMALL glow with a red light when in use.

The freighter's interiors have familiar Cardassian designs. The display screens are predominantly red and blue; narrow red strip lights provide illumination.

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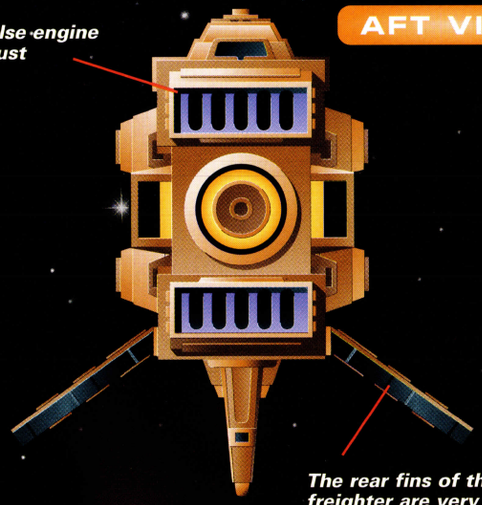
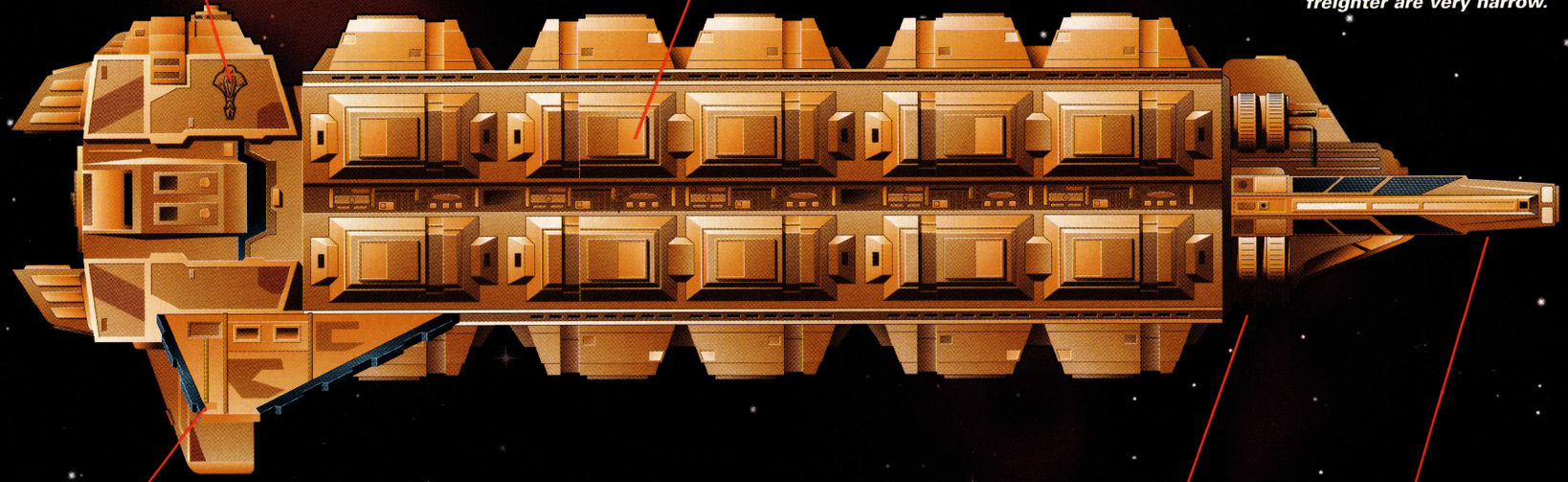
Cardassian Freighter

The ***Cardassian Freighter*** is a sturdy ship that performs its duty well. But it is no match for the warships of other races, especially not a ***Klingon Bird-of-Prey***.

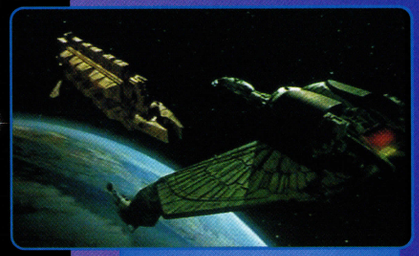
AFT VIEW



STARBOARD VIEW



Some of the bridge officers stand at their posts; other stations are seated. Compared to some ships, the bridge of the CARDASSIAN FREIGHTER is relatively cramped.



The GROUMALL faces a KLINGON BIRD-OF-PREY that has superior firepower.

A direct hit from the Klingon ship causes severe damage to the GROUMALL.

CARDASSIAN FREIGHTER

Crew: 50

Defenses: Starfleet sensors cannot penetrate the subspace field; defensive shields can be destroyed by Klingon disruptors.

Engines: Warp and impulse

Weaponry: Phasers

Kasidy Yates

From the moment **Jake Sisko** first meets freighter captain **Kasidy Yates**, he knows that she is the perfect woman for his father. Luckily, **Commander Benjamin Sisko** agrees.

OTHER CARDS IN THIS FILE...
15 JAKE SISKO
SEE OTHER FILES...
OTHER STARSHIPS.....File 40
STARFLEET PERSONNEL...File 43
STAR TREK: DEEP SPACE NINE.....File 70

Kasidy Yates is an attractive, charismatic, human woman of African descent who captains her own freighter ship in the **Alpha Quadrant** and makes frequent stops at ***Deep Space Nine***. She is a strong leader who is dedicated to her ship, the ***Xhosa***, and her crew.

When Yates's freighter first arrives on *Deep Space Nine*, **Commander Benjamin Sisko**'s son, **Jake**, meets Kasidy and decides that she would be a good match for his father. Commander Sisko is instantly attracted to her when they first meet in a *Deep Space Nine* cargo bay, but he is tonguetied and all he can do is apologize for Jake's matchmaking. Luckily, Kasidy is not shy; she jumps in and invites Sisko for coffee. Asking the commanding officer of this massive station out on a date does not seem overbold to her. Yates is not hesitant about her emotions; she is a passionate woman, and has no fear in her personal relationships, showing the same confidence and decisiveness she relies on as the captain of her own independent, interstellar freighter. She throws herself wholeheartedly into her relationship with Sisko, whereas he is more nervous; Kasidy is the first woman he has dated since his wife died.

Career girl

Yates is also dedicated to her crew and, because she is a civilian, she can be more relaxed around them than would be possible for the commanding officer of a **Starfleet** vessel.

Her career is very important to her, and she looks to advance it when she can, making bold moves in this area as well as in her love life. She is willing to take a new job and move aboard *Deep Space Nine* to be close to Sisko; after working primarily for the **Petarans**, making do with outmoded equipment, she applies for a position with the **Bajoran Ministry of Commerce**. The posting offers all the independence Yates requires – using her own ship, picking her own crew – and it enables her to stay near the by now-Captain Sisko and take up quarters on *Deep Space Nine*. She is offered the post only 20 minutes into her interview on **Bajor**.

Hesitant lover

When Yates finds that Sisko is tentative in his enthusiasm about her new job and her spending more time on *Deep Space Nine*, she storms out of his quarters. She is not going to be with him unless he is clearly committed to her, but she is not going to miss a great job opportunity because of his uncertainty, and makes her own decision to take the Bajoran job. She explains to her reluctant lover that he has a lot to learn about women in general, and about her in particular.

Kasidy asserts her opinions whenever she feels strongly about something. When Captain Sisko is prepared to risk his

PROFILE ON KASIDY YATES

NAME: Kasidy Yates
LIFE FORM: Human female
KNOWN FAMILY: One brother on Cestus III
CURRENT BASE: *Deep Space Nine*
OCCUPATION: Freighter captain
CURRENT EMPLOYERS: The Bajoran Ministry of Commerce
SHIP: The *Xhosa*
FIRST SEEN: 'Family Business' [DS9]

Kasidy Yates is a beautiful, confident woman to whom Commander Benjamin Sisko is immediately attracted.

DEVELOPING ROMANCE

First impressions

Jake Sisko meets Kasidy before his father does, and is sure that the two are well matched. He does his best to bring them together, and encourages their relationship. He wants what is best for his father; he shows no jealousy, and thinks it is good that Ben is moving on after his wife's death.

Dating game

When Commander Sisko and Kasidy come face to face, Ben is embarrassed by his son's attempted matchmaking, but Kasidy has the confidence to ask her nervous suitor for a date.

Finding happiness

Kasidy and Ben soon develop a happy relationship, helped by their many shared interests. Kasidy applies for a job with the Bajorans so she can spend as much time as possible on the station, where she has her own quarters.

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PERSONNEL FILES
Kasidy Yates

Responsibility
Kasidy is shocked that Ben is prepared to forego medical treatment needed to save his life. She feels that his responsibility to Jake is greater than the importance of his visions.

Emissary
Captain Sisko's position as the Emissary of the Prophets rarely has any effect on his relationship with Kasidy. Unlike the Bajorans, she does not see him as a religious icon.

Outlaw
Odo's suspicions that Kasidy is involved with the Maquis lead to a six-month prison term. She is only delivering essential medical supplies, but the Maquis use the opportunity to steal industrial replicators.

"It's a terrific opportunity. I get to use my own ship, pick my own crew, and the best part is, I never have to leave this sector."

—Kasidy Yates to Ben Sisko

life and forego surgery in order to preserve the powerful spiritual visions he is having, she is outraged. To her, his responsibility as Jake's father is far greater than any spiritual enlightenment. She finds it hard to believe that he values a mystical experience relating to the ancient, lost city of **B'hala** more than being with Jake as he grows up.

Yates is a passionate and sensual woman. She cherishes fine fabrics, and is thrilled when Sisko gives her a scarf of hard-to-obtain **Tholian silk**. She likes to cook and eat gourmet dishes from Earth, such as jambalaya. She also shares Ben and Jake Sisko's interest in the archaic sport of baseball. She has a brother on **Cestus III** who is part of a small baseball revival; he plays on a team called the **Pike City Pioneers**, and Yates brings Sisko a souvenir baseball cap from the team. She knows a lot about the game, and it helps to cement a bond between her, the captain, and Jake. She and Jake develop a strong friendship of their own, and spend time cooking or playing baseball simulation programs in **Quark**'s **holosuites**.

Kasidy is a woman who thinks of others as much as herself; her escapades around *Deep Space Nine* are not only concerned with her budding romance and her career. When Yates is bringing supplies from Bajor to its outlying colony, **Dreon VII**, in 2372, the *Xhosa* takes six hours longer to complete the trip than any other ship. It is discovered that she is using this time to detour into the **Badlands** and transfer cargo to the **Maquis**. But she is bringing urgently needed medical supplies to the rebels as humanitarian aid, not fulfilling a political agenda.

Yates is honorable and brave about facing the consequences of her actions. Knowing the gravity of her offense, she realizes that she will be arrested, but travels to *Deep Space Nine* to talk to Sisko rather than try to escape. Their relationship is important enough to her that she feels compelled to see him face to face. She says she has not been using Sisko to achieve her goals with the Maquis, but has genuine feelings for him. He shares those feelings, and is willing to forgive her when she returns to *Deep Space Nine* after six months in prison. He has maintained her quarters on *Deep Space Nine* and offers them to her again; she accepts.

Renewed relationship

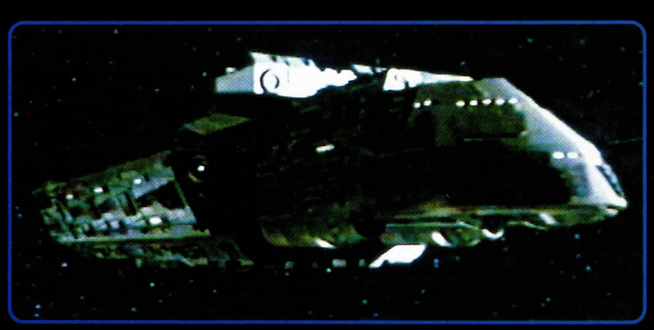
Kasidy has since returned to her work with the *Xhosa*, and her relationship with Captain Sisko has continued. But since the **Dominion**'s alliance with the **Cardassians**, and the start of the subsequent war with the Dominion, she and Sisko have had little opportunity for romance.

GOOD SHIP, RELIABLE CREW

The Xhosa

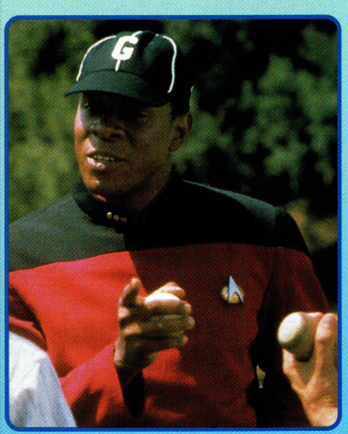
Kasidy's independent personality is perfectly suited to her job as captain of her own cargo freighter. The *Xhosa* is a Petaran *Antares*-class freighter; Kasidy used to work for the Petarans, but she continues to use the ship when she is working for the Bajorans. The *Xhosa* is an old ship, and most of its technology is now obsolete. It has warp and impulse engines, but no weaponry.

The *Xhosa* is, for a time, Kasidy's home as well as her ship. But once her romance with Ben Sisko takes off, she makes *Deep Space Nine* her semi-permanent base.



Mixed crew
Kasidy's crew, like that of many Starfleet vessels, is drawn from members of many races; the ship's engineer, Brathaw, is a Bolian.

Reminder of home
The XHOSA is named for a tribe from Africa on Earth. Like Sisko, Kasidy values her African heritage, and this is reflected in the earthy colors with which the XHOSA's interiors are decorated.



Baseball fans
Kasidy and Ben share an interest in baseball, and this helps to bring them closer together. Kasidy's brother plays for the Pike City Pioneers, a revival league team on Cestus III.

Data and the Holodeck

Commander Data and the **holodeck** are both complex machines. Data's experiences with holodeck programs have helped to educate him in the human condition and, in doing so, it brings him closer to his goal of being human.

The improvement of **holodeck** technology aboard **Starfleet** vessels during the 2360s and 2370s has become a useful tool in the evolution of **Commander Data**, **Starfleet**'s only android. Like his colleagues, Data uses the holodecks for a wide variety of purposes; he has also used the facility in his efforts to understand humanity.

Data becomes interested in the recreational and educational potential of the holodeck on **Stardate 41997**, when he joins **Captain Picard**, **Dr. Crusher**, and **Mr. Whalen**, the ship's historian, in '**The Big Goodbye**', one of Picard's favorite **Dixon Hill** adventures. Despite initial problems, the adventure encourages Data to explore the holodeck for himself.

One way in which Data has gone about this is to use the holodeck to recreate Shakespearean dramas in the hope that, through acting in these plays, he will come to appreciate the emotions that drive human beings. Two roles that are favored by the android are Prospero from Shakespeare's 'The Tempest' and Henry V in the play of the same name. Captain Picard is often present as an observer and advisor in Data's Shakespearean explorations; the captain helps Data to a better understanding of the roles and, therefore, of human behavior.

Data's dramatic recreations on the holodeck have not only been confined to the works of Shakespeare. He has also played the part of Ebeneezer Scrooge, the main character of Charles Dickens' 'A Christmas Carol', among others.

Recreation

Data has also been known to use the holodeck for purely recreational purposes. One of his favorite holographic simulations is a recreation of the adventures of Sir Arthur Conan Doyle's literary sleuth, Sherlock Holmes. With Data in the role of Holmes, and **Chief Engineer Geordi La Forge** filling in for Holmes' companion, Dr. Watson, the two often set out to solve the mysteries of 19th century London.

But not all of Data's recreational outings on the holodeck have the adventurous characteristics of his Sherlock Holmes programs. Data's weekly poker game with the senior officers of the *Enterprise* leads him to create a holographic simulation of a poker game with three other players that can

DATA'S HOLODECK PROGRAMS

PROGRAM INTENTION: Entertainment
EXAMPLE PROGRAMS: Those based on the Dixon Hill and Sherlock Holmes novels.

PROGRAM INTENTION: To allow Data to interact with famous people from the past.
EXAMPLE PROGRAMS: Playing poker with the great scientists; on the couch with Freud.

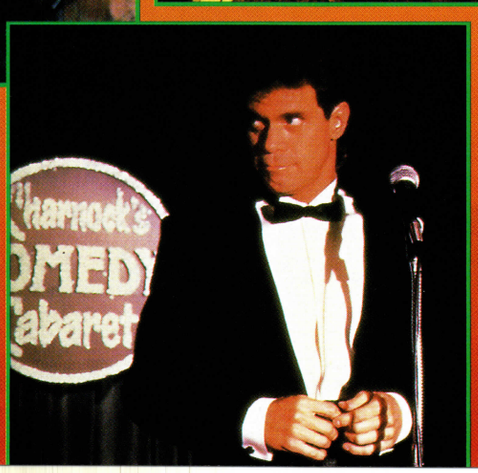
PROGRAM INTENTION: To understand humanity.
EXAMPLE PROGRAMS: Famous dramas such as plays by William Shakespeare and novels by Dickens; comedy club program.

Data is an artificial being, but that doesn't seem to prevent him having an imagination. Like all other members of the crew, he has used the holodeck for everything from entertainment to education.

WIDE RANGE OF ROLES

Sherlock Holmes
Data's favorite holodeck program is based on Sir Arthur Conan Doyle's Sherlock Holmes novels.

Understanding
When Data wants a better understanding of the concept of humor, he recreates a comedy club and famous comedians.



Psychoanalysis
When Data's dream-inducing program begins to give him nightmares, he consults a holodeck recreation of Dr. Sigmund Freud, the founder of psychoanalysis. The problem is later found to be due to an infestation of interphasic parasites.

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Data and the Holodeck

Data has used the holodeck to meet with some of history's greatest scientists, including Albert Einstein, Dr. Stephen Hawking, and Sir Isaac Newton.

Data is often invited to take part in holodeck recreations used to celebrate special occasions.

The holodeck is the ideal environment in which Data can practice his budding acting talent.

match their wits against his superior intellect. The three holographic geniuses, Sir Isaac Newton, Albert Einstein, and Stephen Hawking, are considerable opponents for Data, and provide him with intellectual stimulation as well as a good poker game.

The aspect of human behavior that gives Data the most trouble is the concept of humor. In an effort to learn more about this complex behavior, Data uses the holodeck to simulate a recreation of a 20th century comedy club named **Charnock's Comedy Cabaret**. Here, he attempts to learn from a holographic stand-up comedian, but this ultimately proves to be of no use to his further understanding; Data soon realizes that the holographic audience only laugh because they are programmed to do so.

In 2370, Data begins experiencing nightmares, due to an unknown infestation of **interphasic parasites**. In order to understand these unsettling dreams, he uses the holodeck to recreate a simulation of the father of psychoanalysis, **Dr. Sigmund Freud**. Through Freud's dream analysis, Data eventually realizes that outside factors are causing his nightmares, and their influence is soon eradicated.

"We shall return to the holodeck, where I will dare it to defeat me."
— Data to Pulaski and La Forge

Sometimes, the holodeck becomes a venue for missions rather than entertainment.

Data wants to learn how to dance for Chief O'Brien's wedding. He can mimic Beverly Crusher's movements perfectly.

Learning new skills

Data's ability to assimilate data quickly makes the holodeck an ideal learning environment. When he is invited to the wedding of **Keiko Ishikawa** and **Miles O'Brien**, he is concerned that he may have to dance at the reception and asks Dr. Crusher to teach him how. Together, they use the holodeck simulation **Program Crusher 4**, a recreation of a dance studio, complete with holographic dance partners, to facilitate Data's dance education. He proves to be an able student, and quickly learns several advanced steps.

Whether Data's main aim is recreation, education or exploration, it seems that he is capable of getting as much pleasure out of the holodeck as any of his organic crewmates.

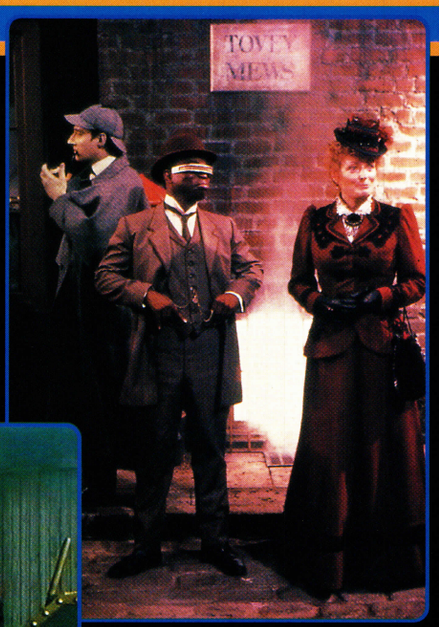
A FORUM FOR EXPERIENCE

Close to the real thing

Data has often used the holodeck to help him to learn new skills or to understand human concepts. When Dr. Pulaski doubts an android's ability to truly solve a mystery, Geordi suggests a holodeck program 'in the style of Sherlock Holmes'; if Data solves it, he will prove her wrong. Geordi further modifies the program to create an opponent who will really challenge Data. Unfortunately the ship's computer takes this command a little too seriously, and in fact creates a sentient character that is far more than just a holographic recreation of Professor Moriarty.

★ Challenge

Dr. Pulaski is convinced that Data's android mind will not be able to solve a mystery by any other means than memorizing the story from which it comes. She thinks that true deductive ability requires a more human touch.



★ Brought to life

Professor Moriarty 'evolves' beyond his holographic program to become aware of his nature; he then tries to take control of the U.S.S. ENTERPRISE.

Tom Paris's Loyalties

During his time on the *U.S.S. Voyager NCC-74656*, Tom Paris has matured into an exemplary and trusted officer in whose hands the safety of the ship and its entire crew often lies.

With his devil-may-care attitude and roguish charm, **Lieutenant Tom Paris** makes it easy to forget his ignominious personal history before becoming a member of the crew of the ***U.S.S. Voyager NCC-74656***. Being flung 70,000 light years from Earth into the **Delta Quadrant** is perhaps the best thing that has ever happened to Paris; it immediately gives him the chance to form a close friendship with **Ensign Harry Kim**, to show bravery by saving **Chakotay**'s life, and to earn the field commission of lieutenant from **Captain Janeway**. Taken together, these three events begin to prove that Tom can show loyalty to someone other than himself.

When Captain Janeway first introduces herself to Paris at the **Federation Penal Settlement** in Auckland, New Zealand, he is anything but loyal. Forced to resign from **Starfleet** for lying following a deadly accident on **Caldik Prime** that was his fault, and subsequently imprisoned for his involvement in **Maquis** activities, Paris is a bitter, cynical mercenary willing to fight for anyone who will pay his bar bills.

Out for himself

Tom's first question to Janeway is typical of his narrow thinking – "What's in it for me?" – but he is prepared to help the captain track down his former Maquis colleagues,

PROFILE ON A REFORMED MAN

NAME: Thomas Eugene Paris

RANK: Awarded field commission of lieutenant by Captain Janeway

STATUS: Conn officer, ***U.S.S. Voyager NCC-74656***

BEST FRIENDS: Harry Kim, B'Elanna Torres

REMARKS: For much of his life, Tom is a selfish young man who shows no loyalty to anyone but himself. But when he begins to earn respect aboard the ***U.S.S. Voyager***, he soon repays Janeway's confidence.

Tom Paris has a lot to offer, but the mistakes he made in his youth threatened to ruin his life. The second chance offered by Captain Kathryn Janeway has allowed Tom to prove his worth to his new crewmates and, most importantly, to himself.

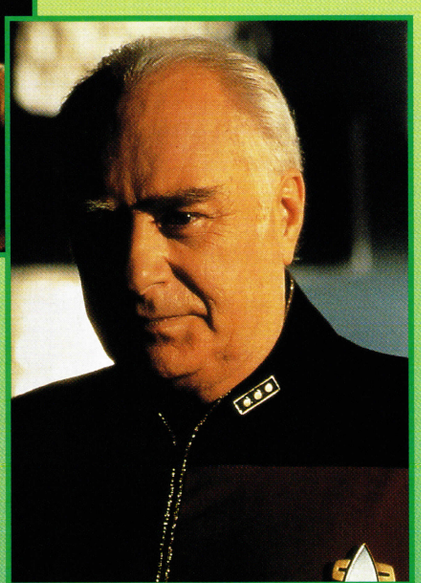
BUILDING LOYALTY

★ Taking a chance

When Tom first hears Captain Janeway's offer, he thinks only about what is in it for him. His loyalty to others takes a while to develop.

★ Harry's protector

Tom steps in to save Harry from being cheated by Quark, even though they have only just met.



★ Trusted position

Tom's respect for Janeway builds as he carves out a place for himself on the U.S.S. VOYAGER as a valued conn officer.

★ Authoritarian father

Tom's inability to live up to the standards set by his father, Admiral Paris, once led him to simply give up in many situations.

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PERSONNEL FILES

FILE 43 CARD 55E

Tom Paris's Loyalties

whose ship has disappeared in the **Badlands**; he had no real loyalty to the Maquis, nor to their cause, but was simply looking for a fight. In return for joining *Voyager* and helping Starfleet, he gets an early release from prison. Paris, who enjoys treating life as a game with winners and losers, is being offered a situation in which he can only win.

Growing friendships

However, even before *Voyager* is swept to the furthest reaches of the Galaxy, Paris shows signs that he is capable of thinking about other people. He helps to protect the naive **Ensign Harry Kim** from the enterprising merchant **Quark**, who tries to sell him overpriced **Lobi crystals** while Kim and Paris are waiting to board *Voyager* at ***Deep Space Nine***. It is the beginning of a long friendship between the two men.

After *Voyager* is swept into the Delta Quadrant, Tom shows great bravery on the **Ocampa** homeworld. At significant risk to himself, he saves Chakotay's life, an action that goes a long way to proving to Chakotay that Tom should not be judged by the lack of loyalty he showed during his Maquis days.

For his heroic actions, Paris receives the field commission of lieutenant from Captain Janeway. It is the first time for some while that anyone in Starfleet has shown faith in Paris, and he responds by beaming proudly at her, unsure what to say.

Janeway's faith in him means a lot to Tom, and few people would question that, in a crisis, he would remain loyal to the captain and her ideals. In the '**Insurrection Alpha**' holodeck program developed by security chief **Tuvok** to help prepare for the possibility of a Maquis mutiny, Tuvok had little doubt that Tom would side with Janeway and Starfleet.

Tom's loyalty to Harry Kim is exemplified when the two are wrongly sentenced to the **Chute Penal Colony**, a harsh and primitive **Akritirian** prison. Paris looks out for Kim, protecting him from other prisoners and ultimately saving his life. And when Kim's shuttlecraft accidentally intersects an alien timestream that lands him in an alternate reality on Earth, Paris's alternate dimensional counterpart gives his life to help Kim steal a ship in order to fly back into the timestream and recreate the conditions of the accident.

Ladies' man

Tom likes to give the impression of being a ladies' man, but it would appear that he is always motivated by concern for his friends. Although attracted to **Kes**, he refrains from making a move on her while she is in a relationship with **Neelix**, considering such an action to be disloyal to both. And he shows deep loyalty to his chosen partner; in an alternate future experienced by Kes, in which she and Tom are married, he continues to love and care for her even when, due to her short Ocampan lifespan, she is old and sick while he is still young. And so far, it would seem that his relationship with B'Elanna Torres has stopped him from showing an interest in any other woman.

Team spirit

Ultimately, Tom Paris is far from perfect. He can still, at times, be egotistical. But his goals in life are far from selfish; his loyalties stem from the knowledge that he shares the important purpose of finding a way to get *Voyager* and its crew home, and that the best way to achieve this is to work in loyal harmony with his crewmates.

★ Taking sides

Paris joins the Maquis rebels in his recreational exploration of the 'Insurrection Alpha' holodeck program, but only to see what the effect will be.

★ Loyal to the captain

In Tuvok's original scenario for his program 'Insurrection Alpha', he assumes that Paris will remain loyal to Captain Janeway and the Starfleet crew.

★ Looking out

When Harry Kim arrives in an Akiritirian prison, Tom has been there for some time. He quickly 'claims' his friend to protect him from the other prisoners.

★ Useful alliance

Every aspect of the Akritirian prison is set up to prevent inmates from forming alliances. However, Tom's friendship for Harry is strong enough to overcome this.

> "Mr. Chakotay said something about his life belonging to you. He'll be taking responsibility for your safety."
>
> —Captain Janeway to Lt. Paris

A LIFE WITHOUT VOYAGER

Different path

The positive impact that Captain Janeway and the *U.S.S. Voyager* have had on Tom's life can be best demonstrated by the difference between the Tom we know and an alternate reality counterpart encountered by Harry Kim. Serving on *Voyager* as part of a stranded Starfleet crew who rely on one another for survival, Tom has learned to think of others as well as himself, and in turn he has been rewarded by the support and faith of his crew-mates. The alternate reality Tom, who never accepted Janeway's offer, is a direction-less drifter with no loyalty to anyone. He has few friends, and even fewer prospects.

★ No future

Without the U.S.S. VOYAGER and Captain Janeway's faith in him, an alternate reality Tom Paris cares little for anybody, including himself.

Starfleet Uniforms: 2350's to 2365

Starfleet's latest uniform design returns to color schemes last used in the 2260's, providing two basic unisex designs that follow a standard theme comprising primary colors and black.

The new design of **Starfleet** uniform introduced during the early 2350's returns to the basic color scheme based on red, gold and blue last used during the 2260's. Like the uniforms of that era, the 2350's version allocates a certain color to each of the three main duty designations, allowing a crew member's department to be identified at a glance. Command officers are designated by red shirts; engineering and security officers wear gold; and a blue shirt indicates medical, science, and social functions such as ship's counselor or the schoolteacher for the children of the crew.

Two designs

The standard duty uniforms of this era come in two basic designs. There is an all-in-one body suit with full length trousers and long sleeves, and a short-sleeved tunic version worn over bare legs. Either design can be worn by male or female officers; the only difference between the sexes is that females tend to wear calf-length boots with the tunic version, while males wear ankle boots.

The tunic version is black with a broad stripe of the departmental color down the center of the design. The all-in-one version is also predominantly black, with a thick band of the department-specific color wrapping around the torso and the sleeves beneath a black yoke. The neck of both versions has no separate collar, but is embellished by a band of thin braiding in the departmental color; a second band of braiding sits slightly below this. In between the two bands of braid, the crew member's rank is designated by a line of small, circular pips. Officers' ranks are indicated by one gold pip for an ensign, rising to four gold pips for a captain. The delta symbol badge of Starfleet is still worn on the left breast, but this is now a communicator badge as well as a Starfleet emblem.

During this period, **Starfleet Academy** cadets and instructors at facilities such as the one on **Relva VII** have uniforms that are the same as

This version of the uniform consisted of a collarless shirt with braiding above and below the rank pips. Later versions added a stand-up collar.

The 2360's Starfleet duty uniforms go back to the three basic color schemes of red, gold and blue that were last used a century earlier.

DUTY UNIFORM [RED]

COMMAND

As worn by **Captain Picard**.

DUTY UNIFORM [GOLD]

ENGINEERING AND SECURITY

As worn by **Lt. Yar**.

DUTY UNIFORM [BLUE]

MEDICAL AND SCIENCE

As worn by **Dr. Selar**.

MEDICAL OVERSHIRT

CHIEF MEDICAL OFFICER

As worn by **Dr. Crusher**.

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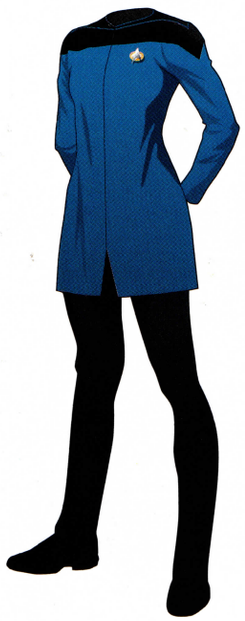
Starfleet Uniforms: 2350's to 2365

those of crew members serving aboard starships.

Most members of a starship crew wear the standard uniform whenever they are on duty, but there are exceptions. The uniforms worn by medical staff sometimes feature a blue jacket worn with the standard uniform, or a variant short tunic over black trousers. Crew members holding specific jobs, such as that of ship's counselor where the personality of the officer is an important factor in his or her duties, may be allowed to wear more individual outfits at the captain's discretion. Some captains, such as **Captain Jean-Luc Picard**, are fairly liberal with this rule while others, such as **Captain Edward Jellico**, insist on standard dress at all times.

Admirals and dress uniform

Other forms of Starfleet uniform are also modernized at this time in keeping with the new duty uniforms. There are two variants of admirals' uniforms: a short red tunic over black trousers and a red jacket with a black diagonal sash, also over black trousers. Both versions feature heavy gold braiding, as do the dress uniforms of this period, which feature a long tunic over black trousers.

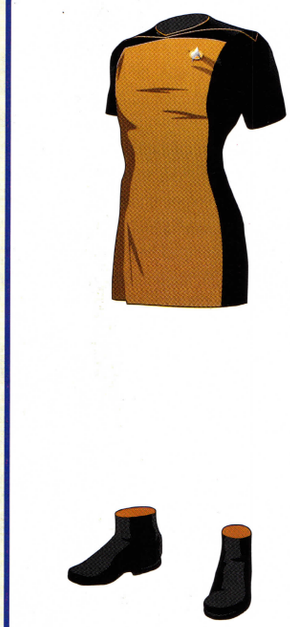


MEDICAL TUNIC
ALTERNATE MEDICAL UNIFORM

As worn by **Dr. Pulaski**.

DUTY UNIFORM
ALTERNATE VERSION: FEMALE

As worn by **female crew members**.

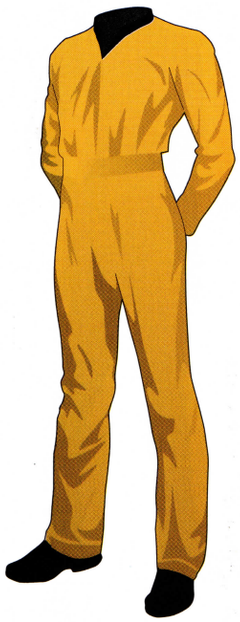


DUTY UNIFORM
ALTERNATE VERSION: MALE

As worn by **male crew members**.

ACTING ENSIGN
DUTY UNIFORM

As worn by **Wesley Crusher**.



DUTY COVERALLS
TAN JUMPSUIT

As worn by **technicians**.

DRESS UNIFORM
DRESS TUNIC OVER BLACK TROUSERS

As worn by **Captain Picard**.

ADMIRAL'S UNIFORM
ALL-IN-ONE VERSION

As worn by **Admiral Jameson**.

ADMIRAL'S UNIFORM
TUNIC VERSION

As worn by **Admiral Gromek**.

FILE 69 STAR TREK: THE NEXT GENERATION

'Reunion'

K'mpec, the **Klingon** leader, is dying, and his final wish is that **Captain Jean-Luc Picard** mediates the contest that will determine his successor. Once again, Picard will come face to face with **Duras**, the Klingon who framed **Worf**'s father for the betrayal at **Khitomer**.

CAPTAIN'S LOG
STARDATE 44246.3

"We are investigating radiation anomalies reported in the Gamma Arigulon System by the STARSHIP LASALLE. Preliminary readings are inconclusive."

A ***Klingon Attack Cruiser*** decloaks in the **Gamma Arigulon** system and hails the ***U.S.S. Enterprise NCC-1701-D***; **Captain Picard** is greeted by **Ambassador K'Ehleyr**, Worf's half-human former lover. She asks permission to beam over in order to discuss an urgent matter. Picard readily agrees, but Worf is more reluctant to welcome her onto the ship.

K'Ehleyr beams aboard, accompanied by a child, her son **Alexander**. Worf arrives in the transporter room, and soon learns from K'Ehleyr that he is the boy's father.

K'Ehleyr also has shocking news for Picard; the Klingons may be heading for a civil war. Two factions, led by **Gowron** and **Duras**, are trying to gain control of the Empire. Only **K'mpec**, head of the **Klingon High Council**, has been able to maintain peace between them. Now K'mpec is dying; he is aboard the Klingon vessel, and wants Picard to speak with him.

K'mpec's last request

The captain is escorted onto the *Attack Cruiser* and visits K'mpec in his quarters. The visibly ailing warrior reveals that, for months now, an unknown enemy has been poisoning him with small quantities of **Veridium Six**. There is no known cure. K'mpec wants Picard to act in his name after his death and arbitrate the struggle for his leadership, as no one on the Klingon High Council can be trusted to act objectively.

Picard feels that a **Federation** officer has no business meddling in Klingon affairs, but K'mpec brushes aside his objections. This dispute is no different from countless others Picard has successfully mediated. If Picard refuses the Klingon Supreme Commander's last request, it will be seen as an insult.

By tradition, the two strongest contenders for Klingon leadership – in this case Gowron and Duras – have to fight for the right of succession. The captain knows Duras; he tried to have Picard killed, and framed Worf's father for the treachery of his own father, leading to Worf's unjust discommendation. Shortly after this meeting, K'mpec dies.

Back on the *Enterprise*, Worf attempts to learn more about his newly discovered son. He visits Alexander in the *Enterprise*'s playroom, but does not acknowledge the boy as his own child; a son of his would

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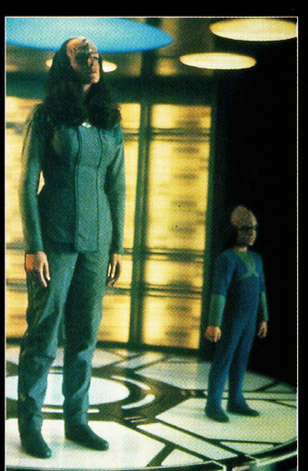
ON SCREEN...



1 *K'Ehleyr contacts the U.S.S. ENTERPRISE and beams aboard with an unexpected companion: Alexander, her young son. Unknown to Worf, he had fathered the child when he and K'Ehleyr were reunited during the T'ONG crisis. An earlier romance between them ended in 2359.*

2 *K'Ehleyr informs Captain Picard that K'mpec, the leader of the Klingon High Council, is dying. She fears that the factions vying to succeed him may cause a civil war.*

3 *Picard visits K'mpec in his quarters. The Klingon leader wants Picard to act as his Arbiter of Succession. If Picard refuses, the Klingons will see it as an insult.*

4 *Worf does not want Alexander to know that he is the son of a dishonored Klingon. He is appalled, however, that Alexander knows nothing of Klingon ways.*

5 *Duras and Gowron, rivals for K'mpec's position, arrive in separate ships. One of these is almost certainly K'mpec's poisoner, and Picard has to discover the culprit.*

6 *K'mpec eventually dies. In keeping with Klingon tradition, Picard, Gowron, and Duras ensure that he is really dead by using painstiks on the body.*

'Reunion'

bear the disgrace of his discommendation, as would subsequent generations.

Commander Riker calls Worf and K'Ehleyr to the bridge; ships belonging to Duras and Gowron have arrived. Picard lets them both know that the leadership ceremony will begin in one hour, aboard K'mpec's ship. The captain then meets with Worf in private.

Picard tells Worf that K'mpec was poisoned by either Gowron or Duras. Worf responds that Gowron is an outsider, who has questioned decisions made by the High Council. However, he knows Duras is a traitor; his father betrayed the Klingon people to the **Romulans** at Khitomer. Picard replies that although Klingon tradition may hold a son responsible for his father's sins, he cannot follow that view.

Murderous plots

As Picard begins the opening ceremony of **Qab jIH nagil** aboard K'mpec's vessel, an explosive device is detonated, killing two Klingons. K'Ehleyr gives Picard time to investigate this incident by drawing his attention to the **ja'chuq**, a long, involved ceremony in which the leadership candidates have to list their past triumphs. Picard thanks her for this useful delaying tactic, but then refuses to be drawn on the subject of Worf's discommendation. K'Ehleyr eventually interlinks *Enterprise* logs with the **Klingon Imperial Information Net** to learn the truth about Duras's father.

Data and **La Forge** let Riker know that the explosion on K'mpec's ship was caused by a **triceron derivative**, a weapon normally associated only with the Romulans.

Picard begins to record the achievements of Duras and Gowron, leading to the final stages of the ja'chuq. The two contenders deny any involvement with the Romulans. However, after studying the lacerations and tissue damage on the two Klingon corpses, **Dr. Crusher** concludes that the Romulan bomb had been implanted in the forearm of the dead warrior associated with Duras.

A horrified Worf discovers that Duras has brutally killed K'Ehleyr after discovering that she was investigating his father. Picking up the **bat'leth** that has been in his family for generations, Worf transports himself onto Duras's ship and challenges Duras to a duel, claiming the right of vengeance for the death of his mate. Riker leads an away team, intent on rescuing Worf; they arrive to witness their colleague kill Duras.

Later, on the *Enterprise*, Picard tells Worf that Gowron will succeed K'mpec, and that the Klingon High Council consider the case of Duras's death to be closed. Picard does not feel this way; he suggests to Worf that he should resign if he finds that the demands of his culture conflict with his duty to **Starfleet**. Worf declines to quit, and Picard settles for placing a reprimand on his record. He then urges Worf to reveal the truth about his father's dishonor. However, as many in the Klingon High Command shared in Duras's Romulan collaboration, Worf is not keen for the truth to emerge yet.

Worf then goes to visit Alexander, and finally admits he is the boy's father. But Worf feels unable to provide a home for the boy on the *Enterprise*, and tells his son that Worf's own human foster parents will collect him at ***Starbase 73***.

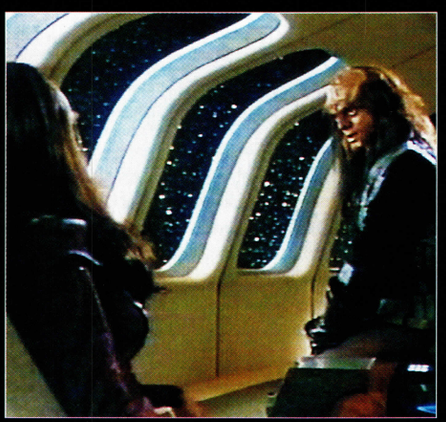
STARSHIP FACTS

K'mpec rules the Klingon Empire for longer than any other single leader.

At this time, the crew of the *U.S.S. Enterprise* contains representatives of 13 planets.

ON SCREEN...

7 ***K'Ehleyr instructs Picard on the details of the Klingon Rite of Succession. The complicated ritual should give them time to flush out K'mpec's murderer.***



8 ***Gowron approaches K'Ehleyr with the offer of a chair on the Council if she will convince Picard to speed up the long process of the ja'chuq.***

9 ***The explosion on K'mpec's ship is found to have been caused by a small Romulan bomb embedded in the arm of a Klingon warrior loyal to Duras.***

10 ***K'Ehleyr is murdered by Duras. As befits a Klingon warrior, Worf beams aboard Duras's ship and challenges him to a duel to the death.***

11 ***An away team from the U.S.S. ENTERPRISE are sent to retrieve Worf, but they arrive as he delivers Duras a fatal blow. Captain Picard is displeased.***

12 ***Back aboard the ENTERPRISE, Worf finally admits that he is Alexander's father. For the time being, the boy will live with Worf's human foster parents.***

FILE 70 STAR TREK: DEEP SPACE NINE

'The Adversary'

The **Federation** risks war with the **Tzenkethi** when false information, planted by the **Dominion**, sends the ***U.S.S. Defiant*** on an offensive mission. On the way, a Changeling impostor aboard the ship ensures that there is no turning back for the newly-promoted **Captain Sisko**.

COMMANDER'S LOG

STARDATE 48959.1

"It is with mixed emotions that I record this, my final commander's log. The last three years have been the most demanding and rewarding of my career. I can only hope that the future will hold even greater challenges."

At an informal gathering of ***Deep Space Nine***'s senior staff, **Jake Sisko** presents his father with a newly awarded captain's pip. **Ambassador Krajensky** congratulates Sisko on his promotion, but then admits that there is a more urgent reason for his visit to the station: **Federation** intelligence indicates there has been a coup d'état on **Tzenketh**. Although it is too early to tell who is now in control, the Tzenkethi need to be reminded that the Federation colonies near their border are under **Starfleet** protection. The ***U.S.S. Defiant NX-74205*** is to leave for the Tzenkethi border in two days; the ambassador will be aboard as an observer.

Once **Chief O'Brien** has completed a thorough systems check, the *Defiant* departs. As the chief continues to work in one of the ship's **Jefferies tubes**, he is suddenly overwhelmed by the feeling that someone is close by. He calls out, but gets no response. Crawling along a conduit, O'Brien nearly collides with **Dr. Bashir**. The doctor claims to have been connecting his new diagnostic console to the medical bay's power grid.

Sabotage discovered

With the *Defiant* now only 12 hours away from the Tzenkethi border, **Odo** picks up a distress signal from the Federation outpost on **Barisa Prime**. The message tells of heavy fire from Tzenkethi warships, then fades away. Odo is unable to reestablish contact, and cannot transmit this information to **Starfleet** command; there seems to be a power fluctuation in the comm system.

Dax and O'Brien check the transceiver assembly. They discover a strange network of glowing coils; when the chief attempts to detach them he is attacked by a protective forcefield, and the coils are soon found all over the ship. There is a saboteur aboard.

Dax devises a plan to flush out the saboteur. Whoever planted coils in the warp plasma conduit would have been exposed to trace amounts of **tetryon** particles; these will still be detectable on the guilty party.

Dax begins testing the crew. Sisko is clean, so is **Major Kira**, and so is Dr. Bashir, although when O'Brien mentions their meeting in the tube, Bashir denies all knowledge of it. Dax then scans Krajensky, but before she can announce the results, the

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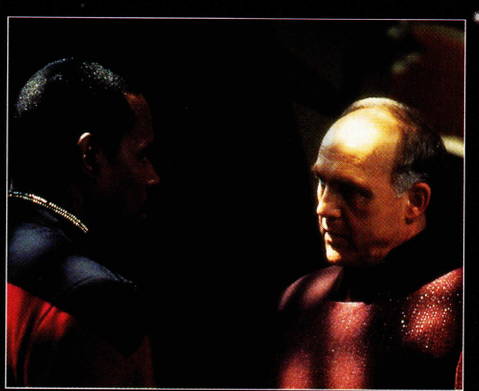
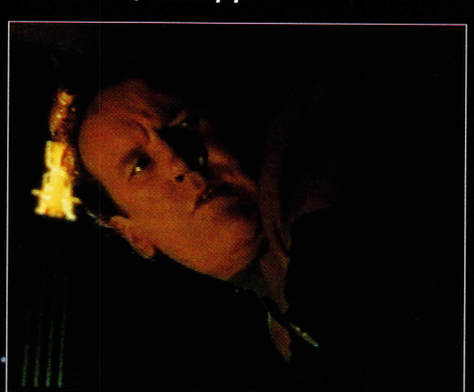
ON SCREEN...

1 *Benjamin Sisko has been promoted to captain. At an informal ceremony aboard DEEP SPACE NINE, Jake presents his father with his new, fourth pip.*

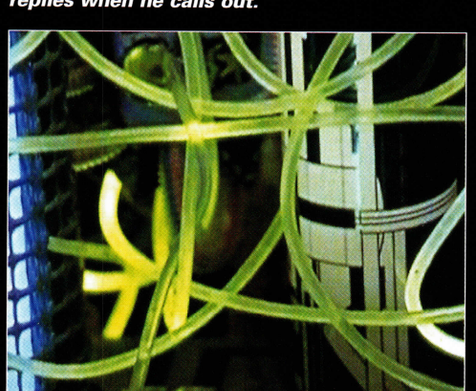


2 *Ambassador Krajensky admits the real reason for his visit to the station: the U.S.S. DEFIANT is to travel to the Tzenkethi border to prevent a possible war.*



3 *While working in a Jefferies tube aboard the DEFIANT, O'Brien is overwhelmed by a feeling that someone is close by, but no one replies when he calls out.*

4 *The DEFIANT picks up an audio-only Priority One distress call from a Federation colony that claims to be under attack from Tzenkethi warships.*



5 *Dax and O'Brien find mysterious glowing coils that have been planted all over the ship. Each coil is protected by forcefields and cannot be removed.*

6 *The crew are scanned for traces of tetryon particles to which anyone planting a coil in the warp plasma conduit would have been exposed.*

'The Adversary'

ambassador metamorphoses into a gelatinous state and disappears through the ceiling. He is a Changeling impostor.

Sisko decides to immediately abort the mission to Tzenketh, but the *Defiant* cannot be brought out of warp; the ship is no longer under the crew's control. The captain believes the Dominion is hoping to start a war between the Federation and the Tzenkethi. The transmission from Barisa Prime could have been faked, using the device implanted in the communications relay. In fact, the whole mission could have been engineered by the Dominion; Krajensky may well have been replaced by the Changeling before they even left the station. If Sisko and his crew are unable to stop the *Defiant* before it reaches the border, they may end up starting a war rather than preventing one. And any conflict between the Tzenkethi and the Federation would destabilize the **Alpha Quadrant**, making it easier for the Dominion to move in.

Changeling cornered

Sisko decides to narrow the Changeling's options by confining all non-essential personnel to their quarters; the remaining crew must stay in pairs. Unfortunately, the commencement of a security sweep briefly separates certain crew members from one another. Odo suggests blood tests, as a Changeling's 'blood' reverts to its gelatinous state once it is removed from the body.

Bashir conducts the tests. Neither Kira nor her partner prove to be the Changeling, but when the doctor tests **Lt. Commander Eddington** his sample swiftly solidifies. Although Eddington protests his innocence, he is escorted to the holding cells ... where Sisko and Odo discover that the real Bashir has been imprisoned there. Once revealed, the Changeling makes another rapid escape; Odo pursues the impostor.

Sisko believes he has no option but to begin the autodestruct sequence. With less than 10 minutes remaining, O'Brien and his assistant continue to work on a way of breaking the coil forcefields. Odo joins them in the engine room, explaining that he lost the Changeling in one of the conduits. He is rapidly followed by another Constable, who also claims to be the real Odo. O'Brien declines to play "choose the Changeling", and carries on with his work.

The chief breaks through the forcefields, but unfortunately in doing so he sets off a warp core breach. The real Odo begins to wrestle with his fellow Changeling, forcing him onto the warp core. As the Changeling reverts to his gelatinous state he whispers something in Odo's ear, then crumbles into dust. Odo has become the first Changeling ever to kill another of his race.

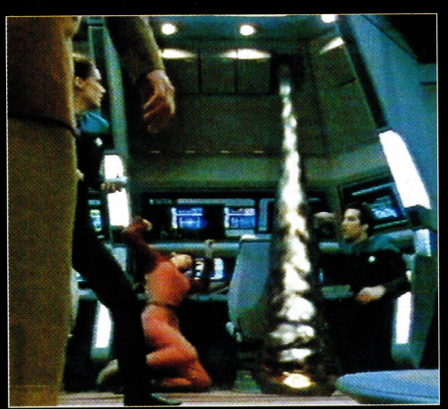
O'Brien restores control to the helm, and Sisko halts the autodestruct sequence. The *Defiant* moves away from the Tzenkethi border and sets a new course for *Deep Space Nine*.

Back at the station, Sisko convenes a meeting of his senior staff. He has learned that Starfleet Intelligence believes the real Krajensky has either been kidnapped or killed; there was no coup on Tzenketh. Odo then reveals the Changeling's dying words: "You're too late. We are everywhere."

STARSHIP FACTS

The Federation has been at war with the Tzenkethi before. Captain Sisko fought in the war while serving aboard the *U.S.S. Okinawa*.

ON SCREEN...



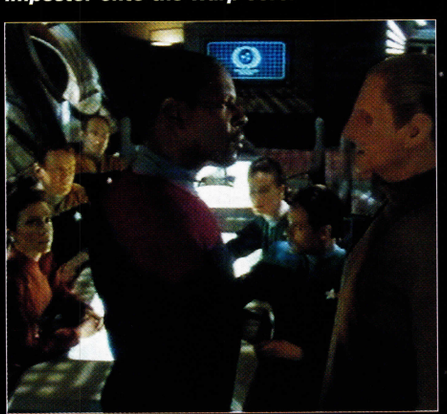
7 ***Ambassador Krajensky is revealed as the Changeling. Before the U.S.S. DEFIANT crew can take action, he makes his escape through the ceiling.***

8 ***The mission to Tzenkethi space is almost certainly a false one, and should be abandoned as soon as possible, but the ship cannot leave warp.***

9 ***Tests seem to reveal that Eddington is the Changeling, but when he is taken to the cells the real Dr. Bashir is discovered there. The Bashir who carried out the blood tests was the Changeling.***

10 ***The Changeling has taken on the form of Odo, and the rest of the crew do not know which Odo is the real one. But the Constable manages to wrestle the impostor onto the warp core.***

11 ***The Changeling is mortally wounded. As he lies dying, he manages to whisper some last words to Odo before his body crumbles to dust.***



12 ***Back at DEEP SPACE NINE, Odo reveals the Changeling's dying words at a meeting of the senior staff. The Dominion threat is far from over.***

E continued

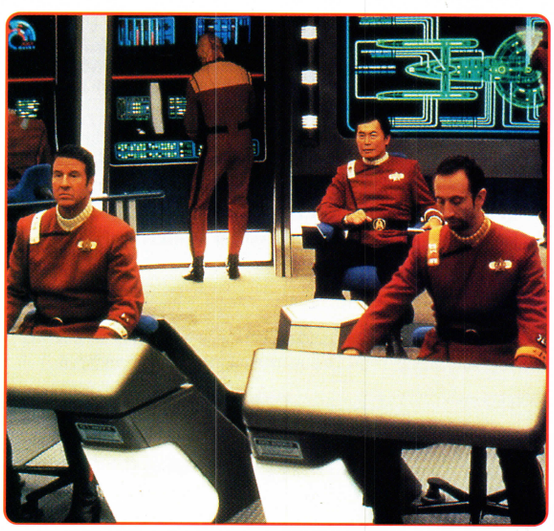
Excalbians These are highly intelligent and inquisitive geomineral shapeshifters native to **Excalbia**. They have often detained various individuals for the purpose of examination, including, in 2269, the **Starfleet** officers **James T. Kirk** and **Mr. Spock**. (*Starship Log:* 'The Savage Curtain' [TOS]) ***SEE FILES 18, 68***

Excalibur NCC-1664, U.S.S. ***Constitution***-class **Federation** starship. In 2268, the entire crew of the *Excalibur* were killed, and the ship itself gravely damaged, during a military exercise involving the **M-5 computer**. (*Starship Log:* 'The Ultimate Computer' [TOS]) ***SEE FILES 31, 68***

Excalibur NCC-26517, U.S.S. ***Ambassador***-class **Federation** starship. This vessel, under the command of **Commander William Riker**, saw service in **Captain Picard**'s blockade between the **Duras** forces and their **Romulan** suppliers during the **Klingon Civil War**. (*Starship Log:* 'Redemption', Part II [TNG]) ***SEE FILES 31, 43, 69***

exceiver An appliance used by **Gary Seven** during his mission to save Earth's civilization. (*Starship Log:* 'Assignment: Earth' [TOS]) ***SEE FILES 44, 66, 68***

Excelsior, U.S.S. **Federation** starship, registry number ***NX-2000***. It was first launched in 2284 in an experimental capacity during the **transwarp** project, but was subsequently refitted with standard warp drive. Reregistered ***NCC-2000***, it was the inaugural model of the ***Excelsior*** class and has since served with distinction in numerous missions. (*Starship Log:* 'Interface' [TNG]; 'Flashback' [VOY]; ***Star Trek III: The Search for Spock***; ***Star Trek VI: The Undiscovered Country***) ***SEE FILES 31, 69, 71, 74, 77***



Many of the most famous missions of the U.S.S. EXCELSIOR NCC-2000 were undertaken with Captain Hikaru Sulu at the helm. Perhaps the ship's most important, and most famous, role was in helping to prevent the disruption of the groundbreaking 2293 peace conference with the Klingons at Khitomer.

The Excalbians recreated historical figures, including Surak of Vulcan and Kahless the Unforgettable, in an effort to explore good and evil.

Excelsior class Category of **Federation** starship, launched in 2285 and still in active service well into the 2370s. Modified from the experimental **transwarp** ***U.S.S. Excelsior NX-2000*** and refitted with a standard warp drive, this design is more than 150 meters longer than the previous ***Constitution*** class. Noted *Excelsior* class ships include the ***U.S.S. Hood NCC-42296***, ***U.S.S. Repulse NCC-2544***, ***U.S.S. Intrepid NCC-38907***, ***U.S.S. Gorkon NCC-40512***, and ***U.S.S. Enterprise NCC-1701-B***. ***SEE FILES 3, 31, 69, 70, 71, 74, 77***

execution device A guillotine-like apparatus with a heavy crystalline blade, created by '**Fear**' – incarnated as a clown – in a virtual town square existing in the shared unconscious minds of **Kohl** settlers in artificial hibernation. The device actually killed by causing heart attacks in its sleeping victims. (*Starship Log:* 'The Thaw' [VOY]) ***SEE FILES 18, 71***

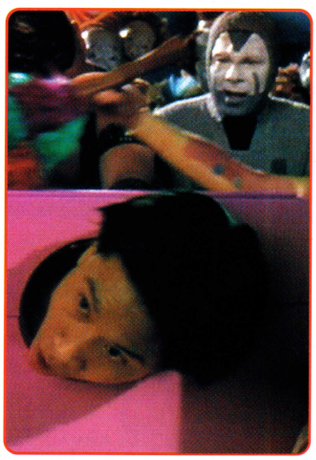
Exeter NCC-1672, U.S.S. ***Constitution***-class **Federation** starship, ***NCC-1672***. The ***U.S.S. Enterprise NCC-1701*** encountered this derelict ship near **Omega IV** in 2268; its crew had been wiped out by a bacteriological pathogen. *Exeter* captain **Ronald Tracey**, however, was discovered alive on the planet. (*Starship Log:* 'The Omega Glory' [TOS]) ***SEE FILES 31, 68***

Exeter NCC-26531, U.S.S. ***Ambassador***-class **Federation** starship. **Lieutenant Tom Paris** served aboard the vessel prior to joining the **Maquis**; the *Exeter* was also part of the **Ninth Fleet** that battled the **Dominion** for control of ***Deep Space Nine***. (*Starship Log:* 'You Are Cordially Invited ... ' [DS9]; 'Non Sequitur' [VOY]) ***SEE FILES 31, 43, 70, 71***

Exo III Planet orbiting the dying star **Exo**. Some 500,000 years ago, its sophisticated humanoid civilization was forced to adopt a subterranean existence due to deteriorating conditions on the planet surface. They became dependent upon automatons that eventually rebelled, exterminating their creators. **Dr. Roger Korby**'s archeological expedition vanished here in 2262. (*Starship Log:* 'What Are Little Girls Made Of?' [TOS]) ***SEE FILES 18, 43, 55, 68***

exobiology The science of non-terrestrial life and living organisms. An important academic discipline at **Starfleet Academy** for graduates interested in exploring new worlds and seeking new life forms. (*Starship Log:* 'Encounter at Farpoint', Part I [TNG]) ***SEE FILES 19, 69***

Excalbians
Excalibur NCC-1664, U.S.S.
Excalibur NCC-26517, U.S.S.
exceiver
Excelsior, U.S.S.
***Excelsior* class**
execution device
Exeter NCC-1672, U.S.S.
Exeter NCC-26531, U.S.S.
Exo III
exobiology
exochemistry
exocomp
exocranial ridges
exopsychololgy
exoscalpel
Exosia
exothermal inversion
'Expand or die'
'Exploitation begins at home'
Expressionism
extrasensory perception
Eye of the Universe
eyes in the dark
eyes-only
Eymorg



Crew members from the U.S.S. VOYAGER once found themselves trapped in a bizarre execution device.

Only androids remain on Exo III; the humanoid population is long dead.

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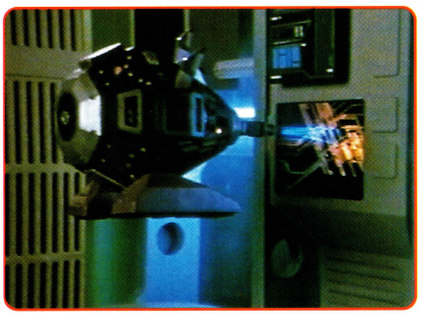
exochemistry A requisite course of study at **Starfleet Academy**, possibly concerning the composition, structure, properties, and reactions of preternatural matter and molecular systems. (*Starship Log:* 'Time's Arrow', Part I [TNG]) ***SEE FILES 19, 69***

exocomp Sophisticated mechanical device, featuring automated self-regulating feedback and implement replication systems, integrated with data comprehension and discernment faculties. Developed by **Dr. Farallon**, exocomps were eventually established as sentient life forms. (*Starship Log:* 'The Quality of Life' [TNG]) ***SEE FILES 66, 69***



The exocomps were developed to be used in dangerous situations where living beings would be put at risk, but they themselves developed a sense of danger and self-preservation.

exocranial ridges The elongated protuberances found on **Ktarian** skulls. In 2372, the exocranial ridges of the ***U.S.S. Voyager***'s **Ensign Wildman**'s baby lodged in her uterine wall during delivery, a rare complication of human-Ktarian pregnancies. (*Starship Log:* 'Deadlock' [VOY]) ***SEE FILES 18, 43, 71***

Ensign Wildman's daughter inherited her Ktarian father's exocranial ridges, which caused problems during her birth.

exopsychololgy A specialized discipline of medical science. An exopsychologist was on the **Federation** team dispatched to ***Starbase 201*** to study the **Jem'Hadar** youth found on ***Deep Space Nine*** in 2371. (*Starship Log:* 'The Abandoned' [DS9]) ***SEE FILES 16, 70***

exoscalpel Medical and anatomical tool. A sharp-edged metal blade used to slice open the skin and organs during surgery, autopsy and dissection. (*Starship Log:* 'Ethics' [TNG]) ***SEE FILES 65, 69***

Exosia A location, possibly a **subspace** layer, which **Tanis** claimed was a place of pure thought and energy. He told **Kes** about Exosia while trying to convince her to leave the ***U.S.S. Voyager*** and join **Suspiria** in 2372. (*Starship Log:* 'Cold Fire' [VOY]) ***SEE FILE 71***

exothermal inversion The spontaneous release of heat into a planetary environment in response to energy combustion, with the potential to cause severe atmospheric damage. (*Starship Log:* 'A Matter of Time' [TNG]) ***SEE FILE 69***

'Expand or die' The **95th Rule of Acquisition** in **Ferengi** culture. (*Starship Log:* 'False Profits' [VOY]) ***SEE FILES 14, 71***

'Exploitation begins at home' A **Ferengi Rule of Acquisition** quoted by **Arridor**, posing as a **Great Sage** of **Takar**. The ***U.S.S. Voyager NCC-74656*** forced him and **Kol** to leave the planet in 2373. (*Starship Log:* 'False Profits' [VOY]) ***SEE FILES 14, 71***

Expressionism Broad movement in the human arts emphasizing the subjective feelings and emotions of the artist-creator, first developed during Earth's late 19th century. Expressionist works are frequently exaggerated, distorted, or otherwise altered, as was a picture **Data** painted and gave to **Worf** in 2370. (*Starship Log:* 'Parallels' [TNG]) ***SEE FILES 55, 69***

extrasensory perception Often abbreviated as ESP, the term encompasses the ability of an individual to communicate and perceive, and to manipulate objects, using psychic or extrasensory faculties. Observed in **Gary Mitchell** in 2266. (*Starship Log:* 'Where No Man Has Gone Before' [TOS]) ***SEE FILES 43, 68***

Traveling through the Galactic Barrier had a dangerous effect on Gary Mitchell's latent ESP.

Eye of the Universe The **Skrreean** name for the **Bajoran** wormhole. According to their sacred texts, the **Eye of the Universe** will lead the Skrreea to their legendary home, a planet called **Kentanna**. (*Starship Log:* 'Sanctuary' [DS9]) ***SEE FILES 18, 70***

eyes in the dark An extrasensory message received by **Deanna Troi** in 2367. The communication, originating from an unknown alien intelligence trapped in a **Tyken's Rift** with the ***U.S.S. Enterprise NCC-1701-D***, ultimately aided in the ship's release. (*Starship Log:* 'Night Terrors' [TNG]) ***SEE FILES 58, 69***

Andrus Hagen was the only survivor of the sleep deprivation suffered by the U.S.S. BRATTAIN. Luckily, the U.S.S. ENTERPRISE was spared the same fate.

eyes-only Designation for secure information and communications, denoting that it is to be read by the recipient only and not shared or discussed. Messages from **Starfleet Command** to its officers are often graded 'eyes-only'. (*Starship Log:* 'You Are Cordially Invited … ' [DS9]) ***SEE FILES 19, 70***

Eymorg Female humanoids, living underground on **Sigma Draconis VI**, who abducted **Spock**'s brain for use in their **Controller** computer in 2268. The Eymorgs were later convinced to coexist with the male **Morgs** of the planet's surface. (*Starship Log:* 'Spock's Brain' [TOS]) ***SEE FILES 18, 40, 68***

The female Eymorgs lived beneath the surface of their world.

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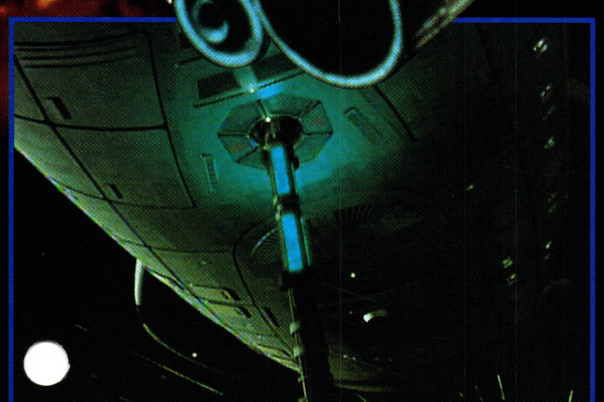

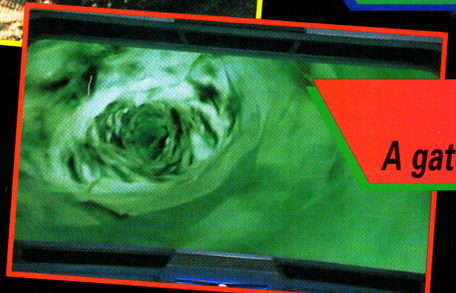

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STAR TREK: THE NEXT GENERATION –
'Samaritan Snare'/'Up The Long Ladder'
STAR TREK: DEEP SPACE NINE – 'For The Uniform'

A-Z Access Point
Your continuing alphabetical reference source

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Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Martin Ritchie, Jenny Smith
Assistant Editor: Emily Mitchell-Heggs
Artists: Rob Garrard, Peter Harper, Ian Fulwood, Studio Liddell, Stuart Wagland, Adam Willis
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COORDINATING EDITORS, LOS ANGELES: Amanda Morris Conti, Michael M. Conti

EDITORIAL ASSISTANT, LOS ANGELES: Peri Doslu

PHOTO EDITOR, LOS ANGELES: Larry Nemecek

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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3KK

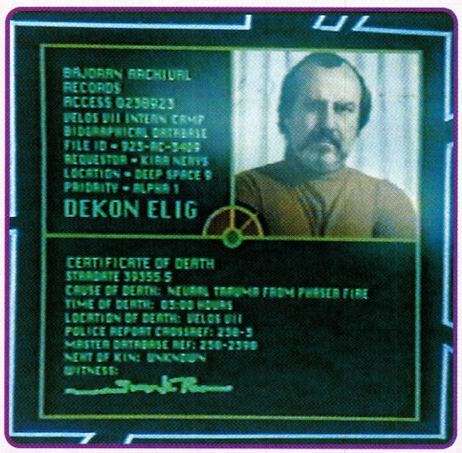
CHARTING THE GALAXY

ALPHA QUADRANT

CHARTING THE GALAXY

VELOS VII — CLASS-M PLANET

Velos VII is home to the now defunct **Cardassian**-run **Velos VII Internment Camp**, where many **Bajorans** were held during the occupation. Underground member and genetic scientist **Dekon Elig** is killed on the planet in 2360 while attempting an escape. Elig perfected an aphasia virus that was intended for the Cardassians manning ***Terok Nor***, but the virus is not released until 2369, when ***Deep Space Nine*** is under Bajoran/**Federation** administration.



Dekon Elig was a member of the Bajoran underground who was captured during the Cardassian occupation and sent to the internment camp on Velos VII. He was killed trying to escape.

VELOZ PRIME — CLASS-M PLANET

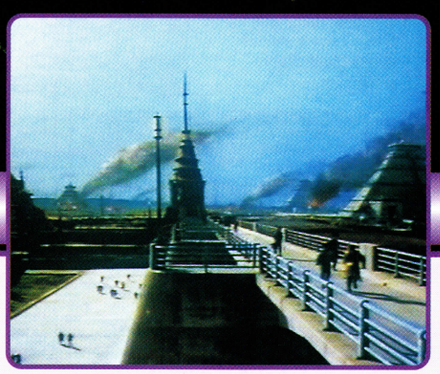
Located in the **Demilitarized Zone**, this former **Federation** colony planet is ceded to the **Cardassians** in the Federation-Cardassian treaty of 2370. In 2373, the **Maquis** leader and former **Starfleet** officer **Michael Eddington** resorts to biogenic warfare and disseminates **cobalt diselenide** in the planet's atmosphere; this agent is deadly to Cardassians, but not to humans. Eddington's plan is to drive the Cardassians away and make **Veloz Prime** a Maquis planet.

VENDIKAR — CLASS-M PLANET

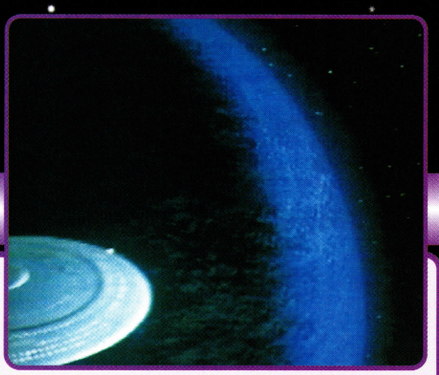
Vendikar is one of two planets known to be **Class-M** located in a grouping of stars called **Cluster NGC 321**; it is the third planet in its star system. Although the inhabitants of Vendikar are a highly advanced and technologically sophisticated race, they are locked in a war with the neighboring world of **Eminiar VII**, the planet from which they originated.

In 2267, these two planets are using a deadly form of computer-based warfare which has been raging for 500 years. Evidence suggests that at one time the two planets may have engaged in conventional warfare before taking a more 'logical' approach to war by using computer technology. The computers create no actual casualties but choose areas of each planet and its airspace that are 'hit' and destroyed; the inhabitants thus designated as casualties must then report to disintegration stations within 24 hours. The war is fought purely on a mathematical basis, using the terminology of various weaponry to describe the size of the planetary hits. The computerized attacks leave buildings unharmed.

This interplanetary war is finally stopped in 2367 after contact with personnel from the ***U.S.S. Enterprise NCC-1701***. The computer that calculates the casualties is destroyed, and the two planets are left to seek a peaceful solution to the conflict or else face the prospect of returning to more damaging, conventional warfare.



The highly advanced cities of Ventax II cannot contain the panic that ensues when seismic disturbances make the people remember a 1,000 year old pact with Ardra, a demonic entity.



Ventax II is a blue world when seen from orbit. The planet has humanoid inhabitants who were long ago subjected to wars, environmental decay, and overpopulation.

VENTAX II — CLASS-M PLANET

Class-M world which is home to a humanoid species living in spacious cities containing pyramid-style architecture. This advanced but superstitious civilization falls prey to an old myth dating back to 1367; this describes how their troubled world was saved by a demonic figure, **Ardra**, who promised to return in a thousand years to enslave the population. **Ventax II** was suffering from overpopulation, wars and environmental damage at the time, but subsequently entered a period of peace and prosperity. In 2367, which is the time when Ardra is supposed to return, mass hysteria is generated when strange things begin to occur on the planet, and a **Federation** anthropologist, **Dr. Howard Clark**, sends out an alert when seismic tremors and planetary disturbances send the inhabitants into a frenzy. Soon afterward, a person claiming to be Ardra returns to claim the planet and its inhabitants. However, crew from the ***U.S.S. Enterprise NCC-1701-D*** prove that Ardra is really a charlatan preying on the **Ventaxians**' deep rooted fears.

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The Guide to the STAR TREK Galaxy

CHARTING THE GALAXY

FILE 3 CARD 3KK

ALPHA QUADRANT

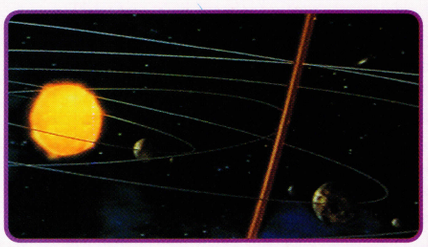
CHARTING THE GALAXY

VENUS — CLASS-UNCONFIRMED

Second planet in the Sol system. Although not originally a **Class-M** planet due to its thick atmosphere of pure carbon dioxide, Venus is the location of various terraforming stations by the year 2371. **Commander Chakotay** of the ***U.S.S. Voyager NCC-74656*** says part of his pilot training took place on Venus to learn to cope with atmospheric storms. Venus is almost equal to Earth in size, and is the third most visible heavenly body from Earth, after the sun and moon.

VERIDIAN IV — CLASS-M PLANET

The fourth planet in the **Veridian system** supports a pre-industrial humanoid population of 230 million. In 2371, **Dr. Tolian Soran** attempts to destroy the **Veridian** star, and thus the entire population of the planet, in an attempt to regain access to the **Nexus**, a conflux of temporal energy that is passing near **Veridian III**.



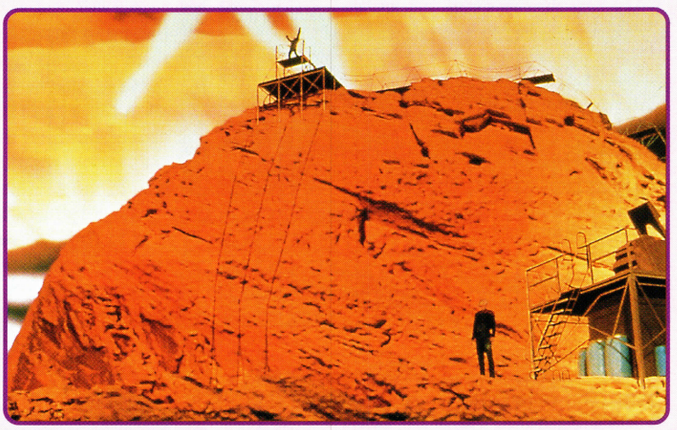
Veridian IV boasts an enormous population of 230 million, and is in danger of being destroyed when Dr. Soran tries to extinguish their star in order to redirect the Nexus.

VERIDIAN III — CLASS-M PLANET

In spite of its **Class-M** status, **Veridian III** is uninhabited. In 2371, it becomes the final resting place for **Captain James T. Kirk** following a struggle with the **El-Aurian** scientist **Dr. Tolian Soran**, who is trying to launch a **trilithium** probe and extinguish the **Veridian** star. Veridian III is also the scene of the destruction of the ***U.S.S. Enterprise NCC-1701-D***'s saucer section following a core breach during an assault from a ***Klingon Bird-of-Prey***.

The saucer section of the U.S.S. ENTERPRISE NCC-1701-D crashlands on the surface of Veridian III. After emerging from the clouds, the saucer finds an area of the planet that is quite lush and fertile, unlike other zones that are desert-like and totally barren of any vegetation. After the landing, the crew are rescued by other Federation vessels. Due to the logistical problems of recovering a crashed vehicle of this size, only essential items are salvaged.

Some areas of Veridian III are totally barren, dry deserts. Although it is designated a Class-M world, the planet remains uninhabited. It is here that Dr. Tolian Soran tries to redirect the Nexus energy ribbon in order to reenter it; in the process he kills Captain James T. Kirk, one of Starfleet's most distinguished officers.

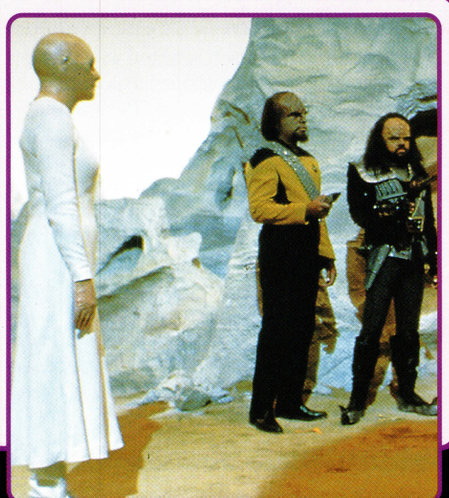


VILMOR II — CLASS-M PLANET

This planet in the **Vilmoran system** was once teeming with life, but is now mostly covered in dry oceanic beds showing only fossilized remains. **Vilmor II** is one of several planets that show evidence of being seeded billions of years earlier by an ancient race.

By the 24th century, Vilmor II is a barren, deserted planet with few signs of the life it once supported. This is the final planet in the pursuit of the true origins of humanoid life in the Galaxy, which was started by Professor Richard Galen and followed up by Captain Picard.

Several other races also have an interest in the DNA samples found on Vilmor II. After the puzzle is completed, an alien of unknown origin appears on the surface to inform the assorted delegates that they are of a similar origin; her race seeded the Galaxy billions of years ago, and they comprise the various offshoots.



'TIME AND AGAIN' PLANET

OTHER GROUPS AND RACES

In 2371, the *U.S.S. Voyager NCC-74656* encounters a seemingly innocuous Class-M planet in the Delta Quadrant that is a potential time bomb — and a time paradox.

The ***U.S.S. Voyager NCC-74656*** discovers a planet orbiting a red dwarf star at a distance that allows for radiation levels within the acceptable range for humanoid life, and has a breathable atmosphere approximating near-Earth conditions. The surface is composed of several large land masses separated by large bodies of water.

These ideal conditions have given rise to a humanoid civilization that is fairly advanced, but still at a pre-warp level of development. The population has sufficient geological technology to allow construction of artificial waterways and a global aqueduct system, thus providing sufficient food for the population through farming.

Developing society

Despite this technology there is no indication of spaceflight capability, and there are no artificial satellites orbiting the planet. However, for planetary surface transportation there is a continental transport system that provides transit between various regions, such as **Kalto province** on a regular daily basis.

The planet's society approximates the developmental level of late 20th century Earth, and there is a thriving commerce system based on a currency called

The planet's inhabitants are humanoids and have no distinguishing markings. Almost everyone on the planet wears the same style of clothing.

DANGEROUS POWER

Polaric ion energy

Polaric ion energy is a powerful but dangerous means of generating power. The Romulans experimented with this form of energy, but a chain reaction nearly destroyed their scientific research colony on Chaltok IV. This disaster resulted in the Polaric Test Ban Treaty of 2268, which effectively ended the experimentation and use of polaric ion energy in the Alpha and Beta Quadrants.

Protesters often demonstrate about the use of polaric ion energy, but they have been unable to prevent its use.

The protesters automatically assume that any strangers have been sent by the authorities to spy on them.

'Before' the explosion, the planet has an advanced society that has reached the level of 20th century Earth.

Polaric ion energy can cause a devastating chain reaction in subspace that vaporizes all organic life.

OTHER CARDS IN THIS FILE...

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OTHER GROUPS AND RACES

'TIME AND AGAIN' PLANET

OTHER GROUPS AND RACES

▼ ***Polaric energy powerplants are controversial places and are protected by guards. Demonstrations are fairly common, and are dealt with firmly.***

Kelodas. There is free trade and a free dissemination of news and information through provincial media bureaus, and an internal security police force that deals with all crime and is also responsible for keeping the peace during periods of public unrest. Despite such restraints, it is a mostly open society that allows dissenting opinion and peaceful, organized protest, but frowns on violence.

High risk

Perhaps the most interesting aspect of this planet is its society's dependence on the highly energetic but also highly unstable and potentially volatile power source, **polaric ion energy**.

The **Federation** developed and briefly experimented with this form of energy in the mid 23rd century, but it soon discovered that it ran the serious risk of causing uncontrollable, highly destructive chain reactions through the fabric of **subspace**.

However, the civilization on this planet is not, for the most part, concerned about these dangers, and has become entirely dependent upon it. Polaric energy conduits run underneath every city, and into every home – which some would consider a potential timebomb.

Several dissident groups on the planet have recognized the potential threat from the use of this form of energy, and have organized protests against its use. Demonstrations at polaric energy plants staged by these groups are often met with resistance from the internal security force, and occasionally the protests can turn violent.

Near disaster

The use of polaric ion energy is incredibly dangerous, and in an alternate timeline accidentally created by the crew of the ***U.S.S. Voyager NCC-74656***, an accident involving polaric energy causes the deaths of everyone living on the planet.

Voyager detects massive amounts of differentially charged polaric ions on the planet, and an away team beam down to the surface. They discover evidence of a disaster that has resulted in the planetwide destruction of all life. During the investigation, several members of *Voyager*'s away team are accidentally lost in a subspace fracture that was caused by the explosion. The fracture deposits them approximately one day in the past – before the devastating polaric explosion.

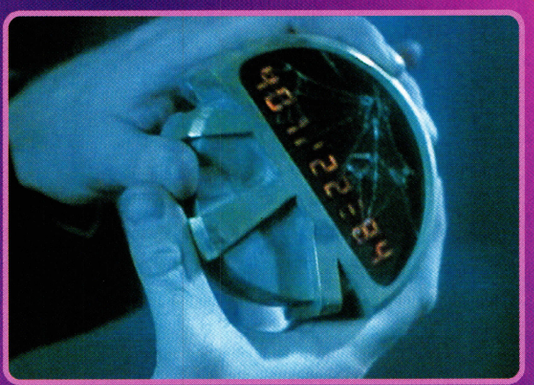
Cause and resolution

Captain Kathryn Janeway and **Lt. Tom Paris** become involved with a polaric energy protest group, and the two **Starfleet** officers mistakenly conclude that this dissident group is responsible for the imminent explosion. However, Janeway eventually realizes that it is, in fact, the rest of the *Voyager* crew who inadvertently cause the explosion by attempting to cut a passage through subspace in an attempt to rescue their missing crew members while they are in a polaric energy power station.

Fortunately, Captain Janeway manages to stop the rescue attempt before it sets off the chain reaction explosion. Once the explosion is averted, the timeline returns to normal and the anomalous timeline ceases to exist. Without the explosion, there is nothing to attract *Voyager*'s interest, and life on the planet continues as before.

GALAXY FACTS

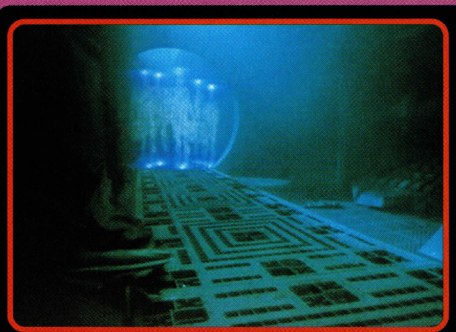
- **On the planet, time is divided into rotations, intervals and fractions.**
- **The Romulans attempted to develop polaric ion energy as part of a weapons system.**
- **Kes's psychic abilities allow her to detect Janeway and Paris in the past.**
- **Polaric energy powerplants are administered by several different companies.**



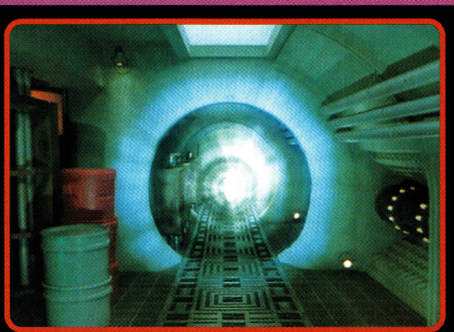
▲ ***In the alternate timeline created by the crew of the U.S,.S. VOYAGER, an explosion disables a clock at the exact moment that all life is destroyed.***

▼ ***When Janeway and Paris transport into the past, they see that the clock is functioning normally and that they have a day before the disaster.***

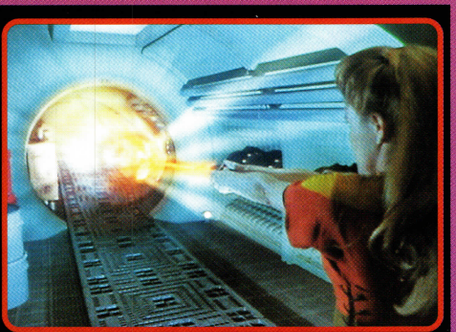
TEMPORAL CONFUSION



▲ ***The protesters break into the polaric ion energy power station. They are prepared to use force, but are not stupid enough to cause an accident.***



▲ ***The U.S.S. VOYAGER crew attempt to rescue Janeway and Paris by opening a subspace rupture; they have no idea this causes the polaric explosion.***



▲ ***Janeway fires into the subspace rupture, collapsing it and preventing the polaric explosion. As soon as she has done this, the timeline returns to normal.***

The Guide to the STAR TREK Galaxy

FILE 5 CARD 17

SPACE PHENOMENA

MERIDIAN

SPACE PHENOMENA

Meridian is a planet that exists in two dimensions: one physical, one of thought only. Fluctuations caused by the Trialian sun mean that by the 2360's only 12 days in every 60 years are spent in physical form.

Meridian is the only world in the **Trialus system**, in the **Gamma Quadrant**; although it appears to be a standard **Class-M** planet it is, in fact, one of the most extraordinary phenomena that **Starfleet** has ever encountered.

Meridian occupies a tenuous balance between two dimensions – one of matter and one of energy. One dimension, our own, is corporeal, while the other lies in a region where everything exists as pure energy. Meridian shifts between the two dimensions at regular intervals.

The dimensional shifts appear to be caused by fluctuations in the planet's quantum matrix which are triggered by the Trialian sun. Over the years the star's imbalance has increased, and as a result the time Meridian spends in this universe is diminishing. By the 2360's, Meridian spends 60 years as energy in each cycle and only 12 days in physical form. In a few more centuries, the time it spends in corporeal form will be reduced to a few hours, and finally to only a matter of minutes. When that happens, Meridian will become too unstable to successfully shift to the other dimension, and then the planet will cease to exist in either reality.

Beautiful reality

When it is in physical form, Meridian is a particularly beautiful and unspoilt planet, with lush green fields, lovely gardens of wild flowers, thick wooded forests, and clear blue streams.

Meridian's dimension-shifting nature makes it difficult for higher life forms to evolve, but the planet has approximately 30 humanoid inhabitants who live in a small village on the southern hemisphere. They are not indigenous to the planet but are the descendants of an expedition vessel that crashed in the Trialus system millennia ago.

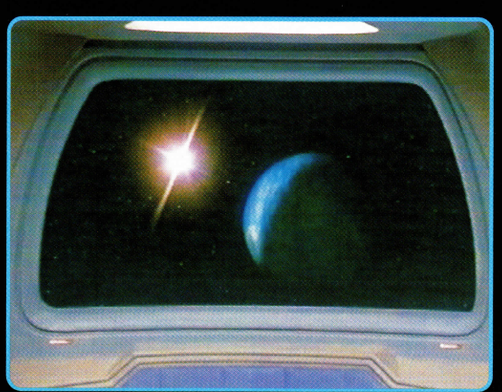
The settlers have distinctive markings on the side of their heads from just below the temples to level with the eyes. Their settlement is an open, airy village constructed around a

Meridian and its inhabitants phase between two dimensions. In one reality they have physical, humanoid bodies; in the other they are pure thought.

Shifting existence

Starfleet has long known that there is more than one dimension, but Meridian is the only place known to regularly phase between different realities. The planet's humanoid inhabitants also phase, becoming pure thought while they are in the other dimension. In this form they do not age or die.

The inhabitants of Meridian celebrate their arrival in physical form by sharing a meal.



When Meridian phases into our dimension it enters orbit around its sun. It is the only planet in the Trialus system and has a small humanoid population on the southern hemisphere.

Planet	Meridian
Class	M
Quadrant	Gamma
Also known as	no other name known
Primary star	Trialus
Climate	Temperate
Description	Meridian is an idyllic planet with well tended forests and gardens.
Life Forms	Humanoids who settled on the planet thousands of years ago. In 2371 there are only about 30 settlers; their numbers are restricted because they do not spend enough time in physical form to reproduce.
Important Features	Meridian phases between two dimensions. One of these is corporeal; in the other, everything exists as pure energy.
Starship Log	STAR TREK: DEEP SPACE NINE 'Meridian'

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GALAXY FACTS

The settlers' quantum matrices are attuned to the planet's; this means that they can phase safely between dimensions. Any alien matter acts as an anchor and interferes with the dimensional shift.

The Guide to the STAR TREK Galaxy

FILE 5 **CARD 17**

SPACE PHENOMENA

MERIDIAN

SPACE PHENOMENA

central hall. Many of their buildings are open to the air, and the weather is so temperate that there are always tables and seating in the open.

There have never been many settlers, but in recent times their numbers have been decreasing. When they shift out of our dimension they have no form, and exist in a state of pure consciousness. In this dimension, time does not exist, so no one grows older, or dies, or is born. The settlers can only reproduce when they take on physical form, and because their time here grows shorter with each transition, there has not been enough time for the small colony to grow.

The settlers do not dislike the time they spend as pure consciousness, but they do particularly value the time they spend in physical form and all the pleasures that come with it.

Deral persuades Dax to climb one of Meridian's many trees. His planet is remarkably similar to Earth, and has beautiful gardens and forests. The settlers enjoy the time they spend in this kind of reality and all it offers.

When Meridian reenters our universe, life on the planet continues again exactly where it left off, after an absence of 60 years in the noncorporeal dimension. It is as though the population had been frozen in time, which is essentially accurate. The first thing the settlers do is to celebrate their arrival in the physical dimension by sharing what they call "first meal." Shortly before they return to their noncorporeal existence, they share "last meal".

Federation visitors

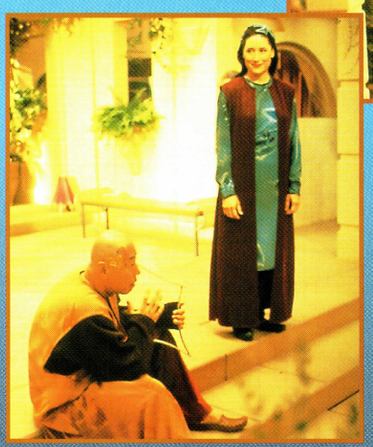
Starfleet first encounters Meridian in 2371 when the ***U.S.S. Defiant NX-74205*** is on an exploration and mapping mission in the Gamma Quadrant. The Trialian sun appears, on first examination, to be a rather normal star. But the *Defiant* is in the Trialus system when Meridian shifts back into this dimension; the ship detects unusual gravimetric distortions that emanate from the location of the planet.

As the strange gravimetric distortions intensify, the crew of the *Defiant* watch in stunned disbelief as Meridian suddenly shimmers into existence, seemingly appearing out of nowhere. Within moments of making the transition from the alternate dimension, the planet stabilizes into an orbit close to the Trialian sun.

The settlers contact the crew of the *Defiant* and the Starfleet officers beam down to the planet. When they learn that Meridian's dimension shifting has become unstable and the planet is in danger of being destroyed, the *Defiant*'s staff joins forces with Meridian's scientists to find a way of stabilizing the dimension shifts.

The *Defiant*'s sensor logs indicate that the sun gave off modulated gamma bursts just before the planet appeared; the settlers were not aware of this since they were still in a noncorporeal state when it happened. But it might provide the clue to the increasing shift imbalances.

The *Defiant*'s crew continue their investigations by running a series of helio-seismic scans. Gamma activity within the star suggests that there is an anomaly in its fusion cycle, and a probe is sent into the sun's corona to scan the star's core for more data.



Initial readings provide nothing to indicate that the gamma bursts are causing the quantum fluctuations. Finally, when a probe is outfitted with stronger shields, it is able to scan deeper within the sun's corona, and the problem is found. The fusion reactants in the sun's core show that an imbalance is building toward a cascade reaction on the quantum level. This is what is triggering the instability in the dimensional shifts.

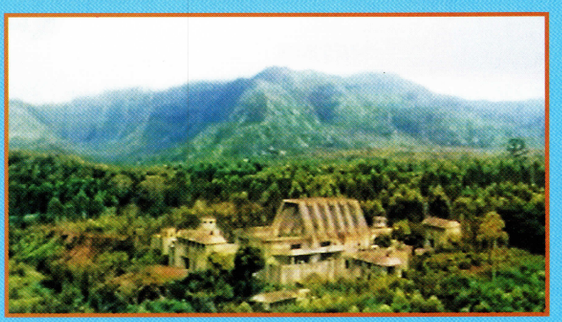
With the fusion reaction in the star stabilized, Meridian will be able to remain in each dimension for an equal time, allowing the settlers to build a stable community.

The settlers and the *Defiant*'s crew manage to find a way to restore the star's stability and equalize the time between shifts. The process will take some time, but when Meridian next shifts into our dimension in 60 years, the problem will have been solved. In subsequent years, Meridian will spend 30 years in the alternate dimension and 30 years in this one.

Deral is one of the inhabitants of Meridian and has studied the planet's dimensional shifting. He and Dax rapidly fall in love when she visits the planet, and Deral offers to leave with her.

Dax decides to stay with Deral on Meridian when it leaves this dimension. She tries to alter her quantum matrix, but this does not work, and the crew are forced to beam her away.

The settlers live in a village which is constructed around a large central hall that is open to the elements. It is unharmed by shifting between dimensions.



The settlers often meet in an open area with tables and seating. They share a meal when they enter this dimension, and before they leave.

The settlers are humanoids, with distinctive markings on the sides of their heads. They are a very welcoming people.

The Guide to the STAR TREK Galaxy

FILE 5 **CARD 1C**

SPACE PHENOMENA

THE MICRO-WORMHOLE

SPACE PHENOMENA

Wormholes provide a way of moving across vast regions of space in a matter of seconds, but, as the crew of the *U.S.S. Voyager NCC-74656* discover, they are not always large enough to accommodate a ship.

A wormhole is most easily described as a bridge, or, more accurately, a tunnel between two distinct points in what is considered normal space. Most often, wormholes are unstable and fluctuate wildly between many points in normal space; however, there are some rare examples of stable wormholes.

In 2371, on **Stardate 48579.4**, the crew of the ***U.S.S. Voyager NCC-74656*** discover an unusual stable wormhole. Because *Voyager* is lost in the **Delta Quadrant**, the wormhole offers the possibility of a way back to the **Alpha Quadrant**. But this spatial singularity exhibits some properties not commonly associated with wormholes.

The crew first detect the wormhole when *Voyager*'s sensors begin registering **verteron** emanations and tunneling secondary particles on extreme long range **subspace** bands. Although it is not clear at first whether these readings indicate the presence of a wormhole, **Captain Janeway** decides that they are significant enough to warrant further investigation.

Bizarre phenomenon

When *Voyager* arrives at the anomalous reading's coordinates, the crew discover that it is indeed a wormhole, but one of a type never before encountered by any **Starfleet** vessel.

The wormhole appears to be extremely ancient and in an advanced state of decay; it has most likely been collapsing in on itself for the last several centuries. It can best be described as a **micro-wormhole**, since it has mostly dissipated, leaving an extremely narrow passageway through subspace. In fact, the aperture of the wormhole is only approximately 30 centimeters in diameter, far too small for a vessel to traverse. The micro-wormhole's great age has caused extremely powerful gravitational eddies to develop in its interior.

Because the wormhole's aperture is so small, the crew are not able to determine where it exits, but they can gather data by launching a microprobe, which is only a few centimeters in diameter itself, into the interior of this minute phenomenon.

The micro-wormhole provides a way of covering 70,000 light years and 20 years in a matter of seconds, but it is only centimeters wide.

Data from the probe

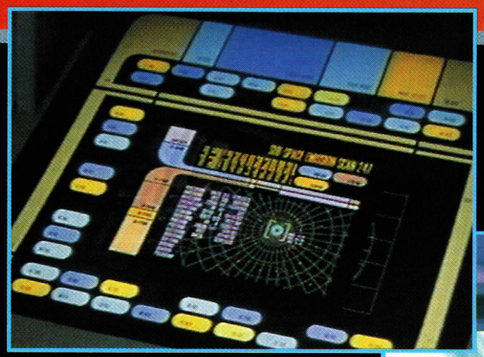
Because of the extremely constricted spatial dimensions of the interior, and the strong gravitational currents, the probe becomes trapped in a dense gravitational eddy midway on its journey through the wormhole. Efforts to free it prove futile, but, despite being stuck, it still functions for more than 72 hours. The data that it relays back to *Voyager* indicates that the far end of the wormhole terminates in the Alpha Quadrant. It also indicates a strange phase variance in the radiation stream that is, at first, of unknown origin.

Although *Voyager* is unable to pass through the wormhole, **Harry Kim** manages to use the trapped microprobe as an

TINY GATEWAY

Disappointed hopes

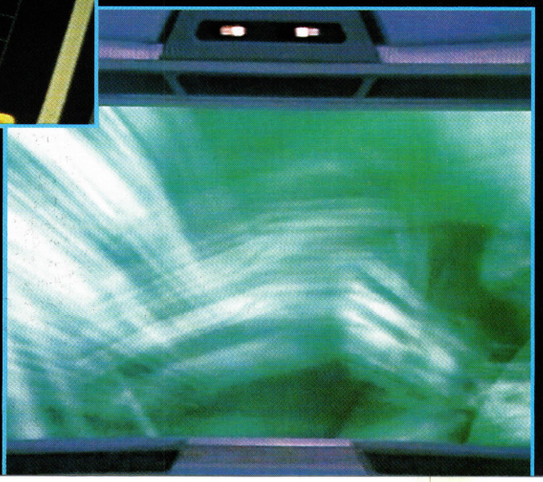
The *U.S.S. Voyager* crew know that a wormhole could dramatically shorten their journey back to the Alpha Quadrant. This wormhole is far too small for a ship to travel through, suggesting that it is extremely old and is in a state of collapse. However, experiments prove that it is possible to send a transmission through to the other side.



The wormhole registers on the U.S.S. VOYAGER's subspace sensors. At this distance, the transmissions appear normal, but when the crew arrive at the wormhole's coordinates they discover that it is only microscopic, and looks significantly different to other wormholes.

The crew of the U.S.S. VOYAGER have made it a particular priority to scan for any anomalies that could shorten their journey home. Captain Janeway is delighted when Harry detects a wormhole.

The micro-probe is caught in a gravitational eddy inside the worm-hole. There is little chance that it will break free, but it does act as a relay.



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GALAXY FACTS

- **The only stable wormhole known to the Federation links the Alpha and Delta Quadrants. It appears to have been artificially constructed.**
- **R'Mor offers to summon a troop ship that the *Voyager* crew could beam onto.**

The Guide to the STAR TREK Galaxy

SPACE PHENOMENA

FILE 5 **CARD 1C**

THE MICRO-WORMHOLE

SPACE PHENOMENA

amplifying relay station to send a signal.

The data transfer rate is extremely limited and the phase variance makes it difficult to transmit a clean signal, but the crew manage to boost the signal enough to establish communication with a vessel in the Alpha Quadrant. It is received by the ***Romulan Science Vessel Talvath***, commanded by **Telek R'Mor**, operating near the Alpha Quadrant terminus of the wormhole in **sector 1385**.

Beaming through

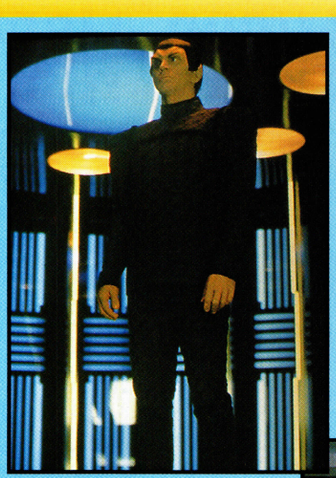
After communications are established with the *Talvath*, *Voyager*'s chief engineer, **B'Elanna Torres**, realizes that it might be possible to transport matter through the micro-wormhole by using the microprobe as an amplification relay station for the transporter beam. After preliminary testing with a transporter test device, R'Mor is transported through the wormhole to *Voyager* to see whether the crew might use the same technology to transport themselves back to the Alpha Quadrant.

Unfortunately for the crew of *Voyager*, it is discovered that the strange phase variance discovered earlier is a byproduct of the fact that this micro-wormhole not only traverses space, but time as well. The crew determine that the Alpha Quadrant terminus of the micro-wormhole is located 20 years in the past.

Time travel

Captain Janeway decides that it would disrupt the timeline if she allows *Voyager*'s crew to transport themselves back in time, but R'Mor agrees to take messages back through the wormhole and to deliver them to Starfleet and the families of *Voyager*'s crew when the time is right.

Unfortunately, Telek R'Mor dies in 2367, four years before he is due to deliver the messages.



The crew of the U.S.S. VOYAGER transport Telek R'Mor through the micro-wormhole.

After B'Elanna realizes that it is possible to send a transporter beam through the micro-wormhole, the crew manage to send a test device through to the Romulan ship.

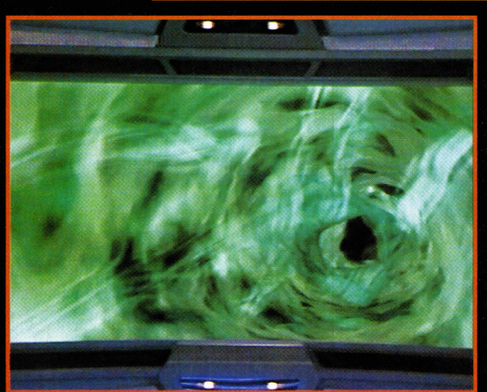
The micro-wormhole is far smaller than any other wormhole that has ever been encountered by the Federation. It is only a few centimeters wide, far too small for any ship to travel through. It appears that the wormhole is incredibly old and has started to collapse.

BEAMING TO THE ALPHA QUADRANT

Across the stars

After the crew manage to establish visual communication with the *Talvath*, B'Elanna Torres realizes that the phase amplitude of the visual link with the Romulan ship is within a few megahertz of meeting transporter protocols and that it might be possible to piggyback a transporter beam onto it. The transport involves substantially modifying the matter transmission rate, and matching the data transmission to the phase amplitude of the Romulan comm signal. The first transport involves a test cylinder which has a varietal molecular matrix that simulates most organic and non-organic compounds. There are some complications, but the transport is a success.

R'Mor suggests using a signal amplifier to penetrate the wormhole's radiation stream and establish visual communication. He is amazed to learn that the VOYAGER crew can modify their transmission to match the phase amplitude of his signal; this is far beyond the capabilities of his own vessel.



B'Elanna tells Janeway that she believes it is possible to send a transporter signal through the micro-wormhole.

The wormhole is only a few centimeters wide, but it is large enough to carry a subspace message and even a transporter beam.

FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

WARP CORE

PROCEDURE:

EJECTION

The ***U.S.S. Voyager NCC-74656***'s warp engines function by annihilating matter and antimatter, generating an enormous amount of energy. If the **warp containment field** collapses or the **warp core** becomes unstable, it can result in a massive explosion that could easily destroy the ship. As a result, like all **Federation** starships, *Voyager* has been designed so that in an emergency the warp core can be ejected.

Starfleet protocols require that the warp core be retained if at all possible; the core is normally only ejected if it has become unstable and the integrity of the multilayered forcefield that contains it cannot be maintained, or if damage threatens the **structural integrity field system**, meaning that traveling at warp speed would tear the ship apart. In both instances, the safety of both the crew and the ship are paramount.

If all normal safety procedures fail and the warp core becomes unstable, power and fuel supplies are automatically sealed off at points upstream from the damaged areas, based upon both computer and crew assessments. If this is ineffective, the warp core can be ejected.

Emergency procedure

The procedure for warp core ejection involves either a deliberate manual sequence initiation or an automatic computer activation. The order to eject the warp core can only be given by crew members with the necessary authorization, such as the captain and the chief engineer.

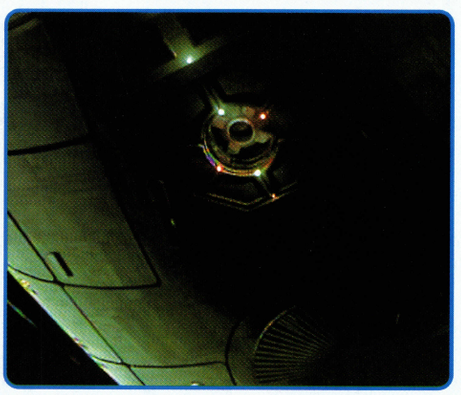
If cutting the power relays to the warp core does not work, the next stage is to decouple the **dilithium matrix**. If the warp core cannot be stabilized, nitrogen gas may begin to leak into Engineering. When this happens, the section must be evacuated, and sealed by the emergency bulkheads. If a warp core breach becomes inevitable, the crew have no alternative but to dump or eject the warp core from the ship.

Once the decision to eject the warp core has been made, the ejection system is enabled, and issues concerning the magnetic valves leading to the warp core and the purging of transfer pipes leading to the warp core are immediately dealt with automatically. When the order to eject the core is given, the computer opens or blows out the matter/antimatter reaction assembly exterior hull hatch, which is located on the underside of the ship. The warp core is then forcibly ejected from the ship using explosive charges.

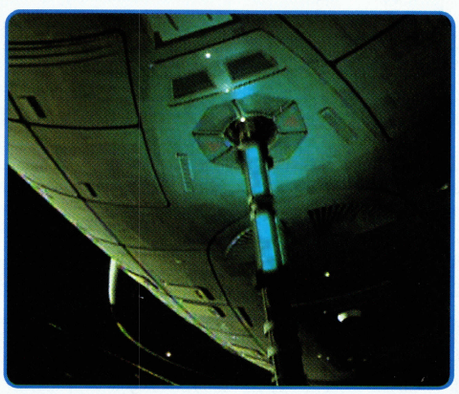
Warp core recovery

Once the warp core has been ejected, it will not necessarily breach; it may cool down in space, in which case it can be retrieved. As the core will probably still be unstable, the crew may have to perform repairs before locking on a **tractor beam** and reconnecting the core to the engineering systems.

If the warp core becomes unstable, the crew will attempt to stabilize it by cutting power relays and decoupling the dilithium matrix.



If all else fails and the warp core is in danger of breaching, the crew may be forced to eject it. This requires an authorization code.

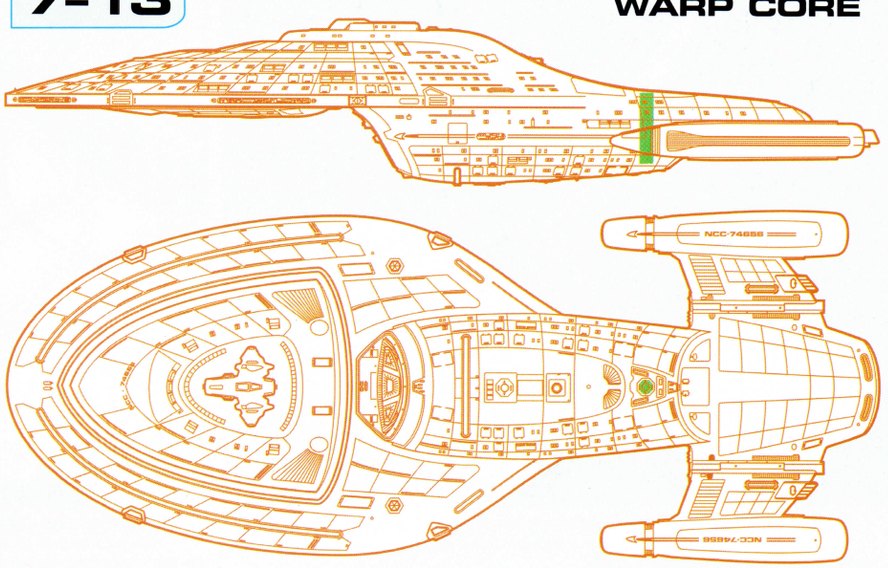


The computer automatically disconnects the core from all other engineering systems and opens the ejection hatch on the underside of the ship. The core can be dumped in a matter of seconds.

If it does not breach, the warp core will probably drift several million kilometers away from the ship. It may be necessary to perform repairs in space before retrieving the core.

Decks:
7–13

Location:
WARP CORE



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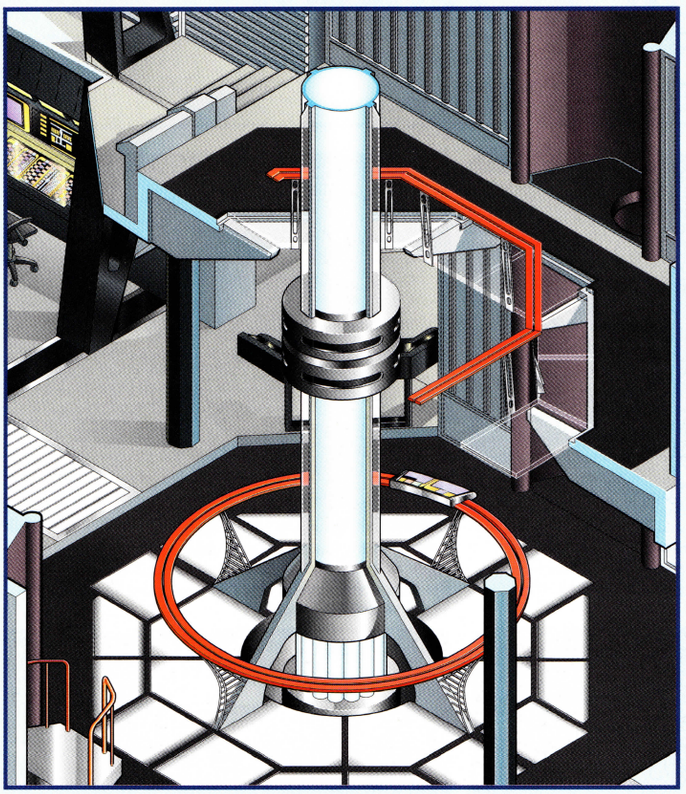
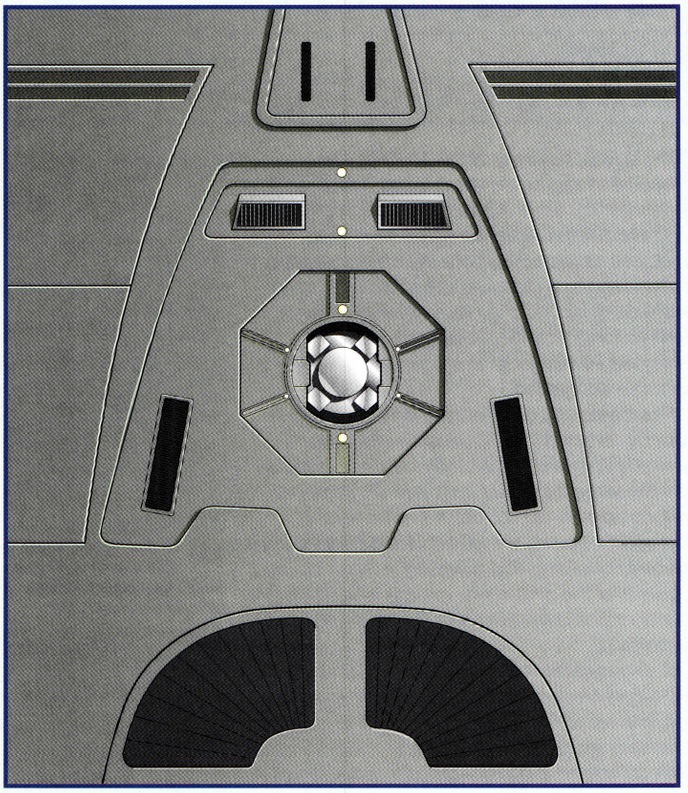
FILE 29 U.S.S. VOYAGER NCC-74656

1: DANGEROUS SITUATION



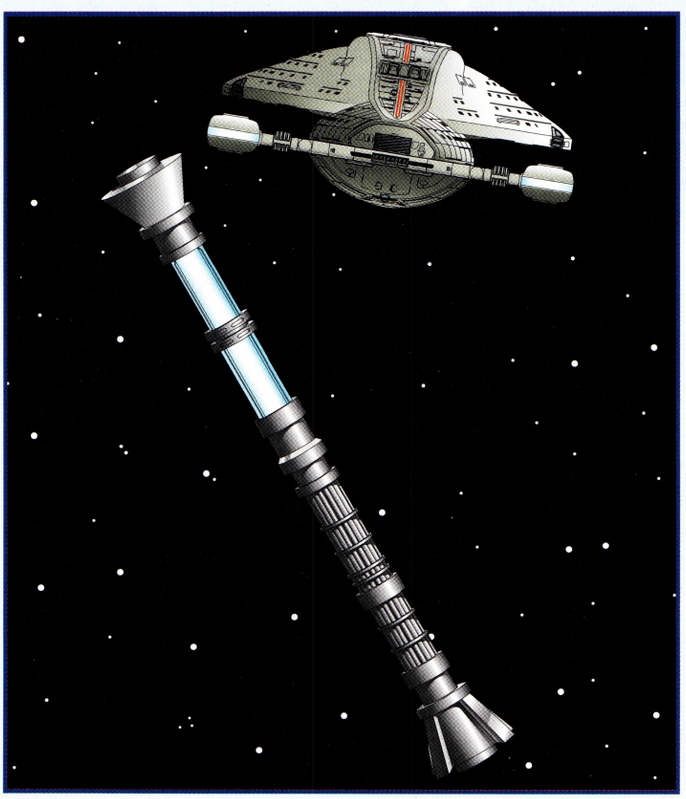
If the warp core becomes dangerously unstable, engineering staff evacuate Main Engineering, close the safety bulkheads, and order the computer to eject the core.

2: EJECTING THE CORE



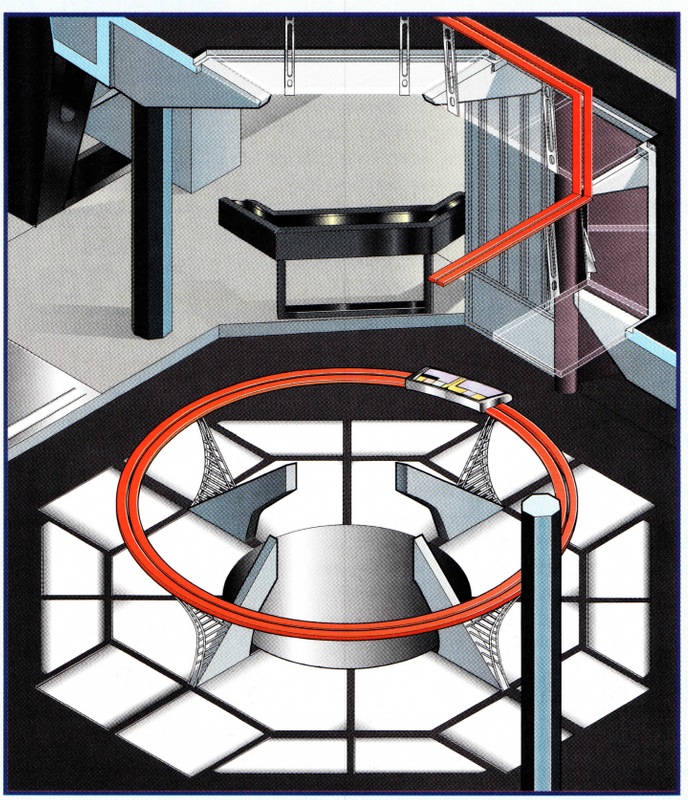
The warp core is the entire height of the INTREPID-class U.S.S. VOYAGER's stardrive section, and is ejected through a hatch on the underside of the ship.

3: SAFE DISTANCE



Once the warp core has been ejected, it will either explode at a safe distance from the ship or cool down to the point where it can be retrieved safely.

4: MISSING COMPONENT



Without the warp core in place, VOYAGER cannot achieve warp speed. However, it should be a relatively simple process to recover the warp core using a shuttle or a tractor beam.

Senator Pardek

Pardek is known as a man of peace who has opposed the **Romulan Senate** throughout his long political career, but he betrays the Romulan underground to the **Tal Shiar**.

OTHER CARDS IN THIS FILE...
2 SELA
10 NERAL
SEE OTHER FILES...
THE ROMULAN STAR EMPIRE.....File 12
STAR TREK: THE NEXT GENERATION.....File 69

Pardek is a **Romulan** senator with a distinguished political record. He entered public service as a young man, and by 2368 he has been a member of the **Romulan Senate** for nine decades. He is considered a populist, or a "man of the people," because during his tenure he has sponsored many reforms. The Romulan leadership has publicly stated that they consider him to be something of a radical because he has consistently supported peace throughout his career.

Local ties

Pardek represents a district on **Romulus** called the **Krocton Segment**. He is married, and maintains a dwelling there. He also has many relatives who live in the district, and spends time with them when the Senate is not in session.

Pardek is a small, effusive man, the kind of senator who talks with his constituents and their children in a cafe or on the street, addressing their questions and helping to take care of their problems. Despite his seniority, he has not been invited to an official Romulan state function for many years. As **Neral**, **Proconsul** of the **Romulan Senate**, puts it, "he is considered far too attached to the common man for most people's comfort."

Vulcan friend

Pardek has maintained a close relationship with **Ambassador Spock** of **Vulcan** since 2293, when the two men met at the historic **Khitomer conference**. Spock has always respected Pardek's position on political matters, even when Pardek has had no support for his positions in the Romulan Senate. In 2368, Senator Pardek invites Spock to make an unofficial visit to Romulus.

Pardek tells Spock that there is a growing underground movement among Romulans who seek to embrace the ideals of Vulcan philosophy. While the members of the movement have been publicly declared enemies of the state, a few in the Romulan hierarchy, such as Pardek, are sympathetic to their plight, and believe the time is right to seek reunification with the

PROFILE ON AN UNDERCOVER AGENT

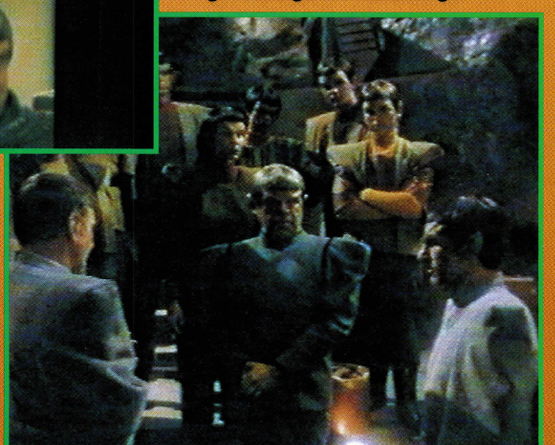
NAME: Pardek
LIFE FORM: Romulan male
STATUS: Member of the Romulan Senate
CONSTITUENCY: The Krocton Segment, Romulus
FIRST ELECTED: 2278
REMARKS: In 2293, as a young man, Pardek was a delegate at the Khitomer conference. He regularly makes the case for peace, and develops a close relationship with Ambassador Spock.
FIRST SEEN: 'Unification' [TNG]

Pardek is known as an independent politician who has questioned the Romulan leadership's ambitions, but ultimately he betrays the underground to the Tal Shiar.

ROMULAN SENATOR

★ Long association

Pardek has known Spock since the 23rd century, when they met at the Khitomer conference. The crew of the U.S.S. ENTERPRISE confirm that Spock has come to visit Pardek when they see the two men together, using long range intelligence recordings.



★ In the open

Pardek regularly visits the Krocton Segment when the Senate is not in session.

★ Rebel leader

Senator Pardek has a reputation as a political outsider, and gains a trusted position in the Romulan underground. But he has secret ties to the Romulan security service.

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Senator Pardek

"Old men like me will not be able to hold on to ancient prejudice and hostility. The young people will not allow it."

— Senator Pardek

Vulcans. Despite the fears of many of his colleagues in the Senate about the movement, Pardek says that he has learned to listen carefully.

Hope for peace

Like Spock, Pardek is a veteran of political battles and diplomatic negotiations, and recognizes a window of opportunity when he sees one. He suggests that Spock speak with Neral, who is new to the position of Proconsul and has promised many reforms. He claims that Neral is young and idealistic enough to be receptive to discussing the matter without dismissing it out of hand. Spock is impressed by Pardek's passion about the issue of reunification, and Spock believes that Pardek has unique insight into many issues. Pardek responds by telling Spock that the Romulans are a passionate people. It is a quality he hopes that Vulcans will learn to appreciate about them if reunification is successful.

Invasion plans

But the Romulans are also a duplicitous people, and Pardek's role in the peace process is actually part of an elaborate ruse to trick Spock into helping a Romulan invasion force to attack Vulcan.

ACT OF BETRAYAL

Secret agents

The Tal Shiar is one of the most effective secret services in known space. All Romulans live in fear of it, and are afraid to express any dissenting opinions in public. The Tal Shiar's intelligence gathering operations are particularly famous. It is prepared to send agents undercover for several decades; one of them, Subcommander Selok, even spent years undercover as Ambassador T'Pel, an admired Federation diplomat.

★ **Tal Shiar**

Sela is the Romulan intelligence agent who is in control of the planned invasion of Vulcan. She uses Pardek's position in the underground to capture Spock.

★ **Exposed**

Spock realizes that, logically, Pardek is the only one who could have betrayed him. He exposes him in front of members of the underground.

★ **Two-faced**

Pardek tells Spock that Neral is sympathetic to the idea of change, but like Pardek the young proconsul is working for Sela. The Romulans hope to reunify Vulcan and the Romulan Star Empire by force.

Pardek and Neral are both working for the Romulan secret police, the **Tal Shiar**, who plan to use Spock's presence on Romulus to confuse the **Federation** while they invade Vulcan. When the right moment arrives, Pardek leads Spock and **Captain Picard** and **Data**, who have followed him to Romulus, into a trap. Even after he has done this, Pardek attempts to maintain his cover and continue to spy on the underground. But Spock realizes exactly what has happened, and exposes the senator.

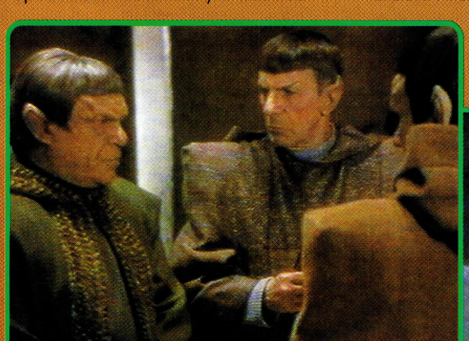
Pardek was the perfect mole, a seemingly kind and supportive political leader. Spock is appropriately suspicious of the eagerness with which Neral embraces reunification, but he does not suspect Pardek of being a traitor until it is too late. Spock's belief that distrust can be changed and closed minds can be opened blinded him in his dealings with Pardek. After Pardek's links to the Tal Shiar have been revealed, he cynically bids Spock farewell, in the hard-edged tones of a cunning politician who knows that his service will be noted and appreciated by the Romulan government in the future.

All for nothing

In the end, Spock, Picard and Data manage to stop the planned Romulan invasion of Vulcan from taking place. And although Pardek betrayed the Romulan underground, he does not know all of their secrets; under Spock's leadership it survives to fight for the peaceful reunification of the Vulcan and Romulan peoples.

★ **True faith**

Pardek reveals that he has betrayed Spock to the Romulan secret police, who plan to force him to make a speech that will help them invade Vulcan.

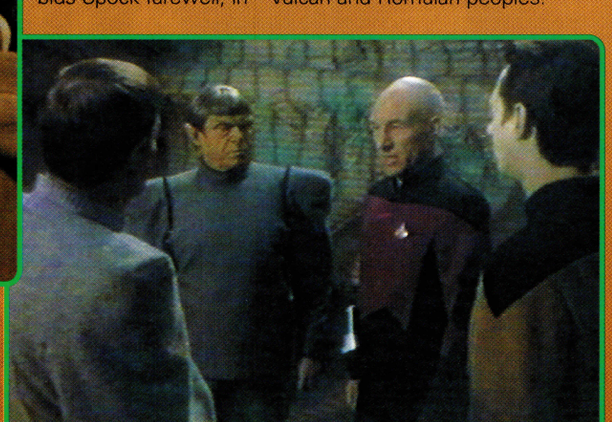


★ **In the shadows**

Pardek plays the role of a political rebel very carefully, urging Spock to behave with caution while he is on Romulus.

★ **Followers**

Pardek finds Picard and Data when they arrive on Romulus, and takes them to Spock. Ultimately, he betrays all three of them.



James T. Kirk: A Captain Again

In the latter part of his career, James Kirk destroys the *U.S.S. Enterprise*, loses his rank, meets a being who claims to be God, helps open peace negotiations with the Klingons, and is transported to the Nexus before finally dying on Veridian III.

James Kirk returns to **Starfleet** in 2284. At this point of his life, he is beginning to feel his age and does not think that he is young enough to return to the bridge of a starship. Instead he takes up a post as an instructor at **Starfleet Academy**, and moves into an apartment in San Francisco so that he can be near his work.

In 2285, Kirk takes the ***U.S.S. Enterprise NCC-1701*** on a training mission. At the same time, **Khan Noonien Singh** takes control of the ***U.S.S. Reliant*** and determines to wreak revenge on Kirk, who left him on **Ceti Alpha V** in 2267.

The *Reliant* had been assigned to **Project Genesis**, led by **Dr. Carol Marcus** and the son she had with Kirk, **Dr. David Marcus**. Khan sends a message to ***Regula I***, where the project is based, telling them that Admiral Kirk has ordered the Marcuses to hand the **Genesis Device** over to the *Reliant*. Carol sends Kirk a message querying this, but as Khan is jamming communications she is unable to hear the answer.

Kirk is concerned about the Genesis project, which is designed to reorder the matter on a planet's surface, and takes command of the *Enterprise*. Khan attacks him before he arrives at *Regula I* and inflicts serious damage on the *Enterprise*.

Costly victory

Kirk eventually manages to defeat Khan, and the Genesis Device is detonated, creating a new planet. The mission has a great personal cost for Kirk – **Spock** is killed by radiation exposure when he repairs the *Enterprise*'s warp engines. The **Vulcan** is given a funeral in space, and his body comes to rest on the **Genesis Planet**.

The *Enterprise* returns to ***Spacedock***, where **Admiral Morrow** tells Kirk that the decision has been taken to retire the badly damaged ship. The same day, Spock's father, **Sarek**, visits Kirk and asks him to recover Spock's body and return it to Vulcan. Sarek explains that before they die, Vulcans mind-meld with one of their most trusted companions and give them their **katra**, or soul, which is brought back to Vulcan with their body. Spock was unable to mind-meld with Kirk, but did manage to place his katra in **Dr. McCoy**'s mind.

Kirk asks Morrow for permission to return to the

PROFILE ON A CAPTAIN

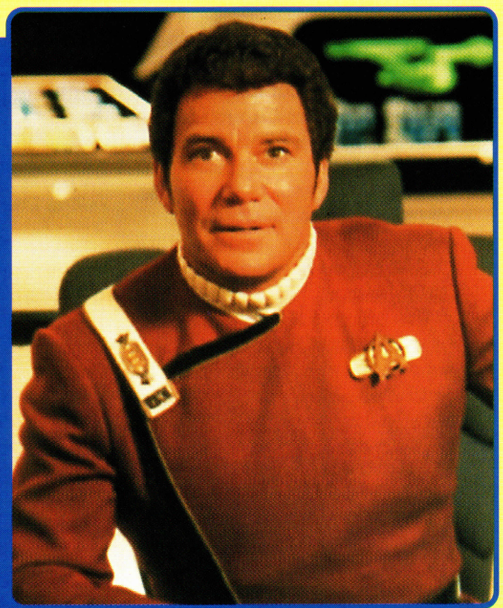
2284: Returns to Starfleet and takes up a post at Starfleet Academy.

2285: Kirk disobeys the ban on travel to the Genesis Planet in order to retrieve Spock's body. Here he destroys his ship.

2286: Reduced in rank to captain for disobeying orders. Given command of ***U.S.S. Enterprise NCC-1701-A***.

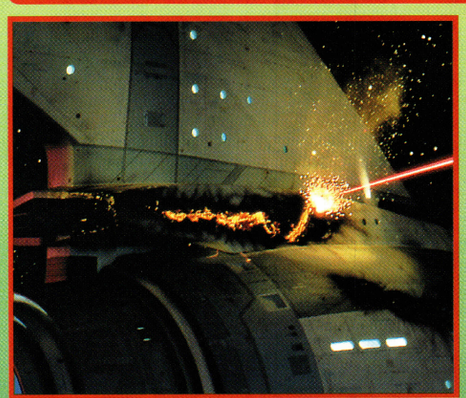
2293: Exposes plot to disrupt peace talks with the Klingons; retires from Starfleet. Lost saving ***U.S.S. Enterprise NCC-1701-B***.

2371: Killed on Veridian III.



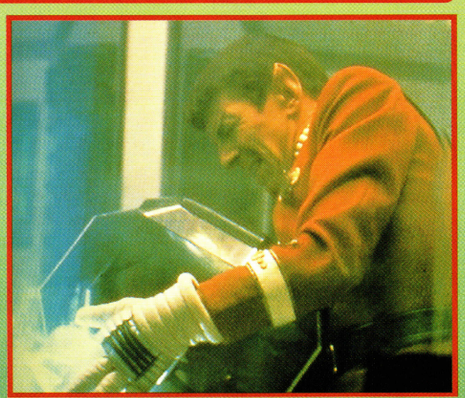
James Kirk is reduced in rank to captain after he disobeys orders in order to retrieve Spock's body from the Genesis Planet, but he is delighted to be back in command of a starship.

LAST DAYS OF THE U.S.S. ENTERPRISE



★ **Under attack**

Admiral Kirk takes command of the U.S.S. ENTERPRISE when it is sent to REGULA I. The ship is damaged during the mission.



★ **Great loss**

The ENTERPRISE is only saved because Kirk's closest friend, Captain Spock, sacrifices his life to repair the warp engines.

★ **Out of commission**

When Kirk and his crew return to SPACEDOCK, Admiral Morrow tells them the ENTERPRISE is being decommissioned.

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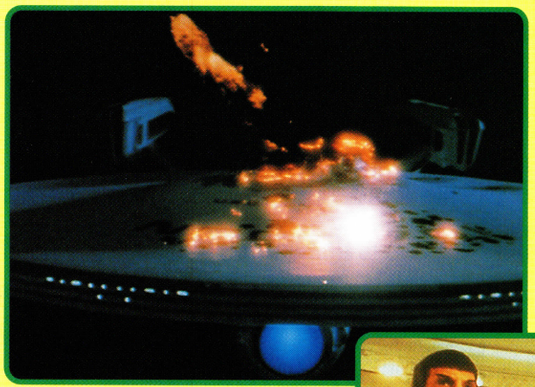
PERSONNEL FILES

FILE 43 CARD 3A

James T. Kirk: A Captain Again

"Maybe it's about that empty chair on the bridge of the *Enterprise*. Ever since I left Starfleet, I haven't made a difference." — Captain Kirk



★ **Heroes**
The disgraced ENTERPRISE officers save the planet Earth from a destructive alien probe when they rescue two humpback whales from the 20th century.

★ **Death of a starship**
Kirk destroys the U.S.S. ENTERPRISE to prevent it from falling into the Klingons' hands.

★ **New ship**
Kirk is demoted to captain and given a new command – the CONSTITUTION-class U.S.S. ENTERPRISE NCC-1701-A. After spending 17 years as an admiral, he is finally back in the captain's chair on a permanent basis.

Genesis Planet, but the admiral refuses. **Starfleet Command** has placed the planet off limits to everyone except essential personnel. Effectively, this means that the only people allowed to visit the planet are the crew of the ***U.S.S. Grissom***, which includes David Marcus.

This prompts Kirk to make a momentous decision. He disobeys his orders and, with the help of the *Enterprise*'s senior staff, steals his old ship and heads for Genesis.

When the *Enterprise* arrives, the crew discover that the *Grissom* has been destroyed by a group of **Klingons** and that only **Lt. Saavik** and David Marcus are alive on the planet's surface.

The damaged *Enterprise* is no match for the Klingon ship, and Kirk is powerless when David is killed by one of the Klingons. He manages to trick most of them into boarding the *Enterprise*, which he destroys, killing them. Kirk and his crew then manage to retrieve Spock's body, which has been rejuvenated by the **Genesis effect**. They then narrowly escape the destruction of the Genesis Planet, and take control of the Klingon ship. They use it to take Spock to Vulcan, where his katra and body are reunited.

From admiral to captain

Kirk then returns to **Starfleet Headquarters** to face trial, but before he gets there, Earth is 'attacked' by a mysterious probe. Kirk saves the planet by traveling back in time and retrieving two humpback whales from the 20th century. When he returns, Starfleet decides to reduce him in rank for disobeying orders, and places him in command of the ***U.S.S. Enterprise NCC-1701-A***.

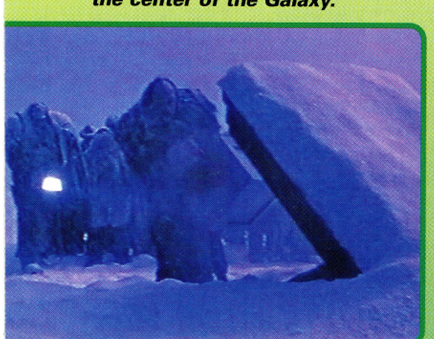
This new *Enterprise* enters service in 2287, and the crew are sent to deal with a disturbance on **Nimbus III**. When they arrive, a renegade Vulcan, **Sybok**, takes control of the ship and flies it to the **Great Barrier** at the center of the Galaxy. The *Enterprise* is the first **Federation** vessel to pass through the barrier, and on the other side the crew encounter a malevolent entity who claims to be God. Sybok is killed, but Kirk manages to defeat the entity and return to normal space.

In 2293, the *Enterprise* is assigned to escort the Klingon Chancellor, **Gorkon**, to vital peace talks with the Federation. When Gorkon is assassinated, Kirk and Dr. McCoy beam over to his ship to offer assistance. They are arrested for Gorkon's murder and sentenced to life imprisonment on **Rura Penthe**, but they escape and Kirk is instrumental in exposing a plot to disrupt peace negotiations with the **Klingon Empire**. After the **Khitomer conference**, Kirk once again retires from Starfleet.

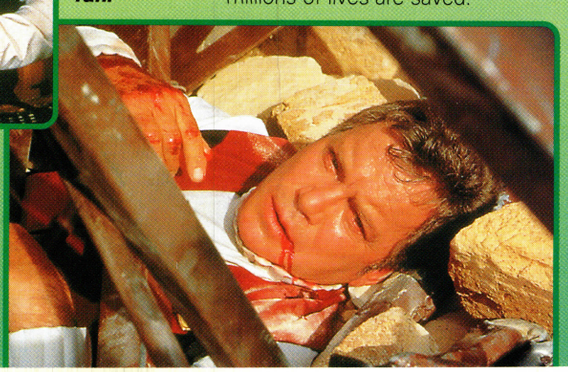
Later the same year, Kirk attends the launch of the ***U.S.S. Enterprise NCC-1701-B***. When the ship responds to a distress call from two **El-Aurian** transports, he makes essential modifications to the ship's deflector, but is lost and presumed dead. In reality, he is transported to a place known as the **Nexus**, where he lives an idyllic existence outside the boundaries of normal space-time.

Kirk leaves the Nexus when **Captain Jean-Luc Picard** of the ***U.S.S. Enterprise NCC-1701-D*** arrives from 2371 and persuades him to help fight **Dr. Tolian Soran**, who in one timeline has destroyed millions of lives so that he can reenter the Nexus. Kirk travels to **Veridian III** where he dies a hero's death, foiling Soran's scheme and altering the timeline so that millions of lives are saved.

★ **Great barrier**
The ENTERPRISE is the first ship to penetrate the Great Barrier at the center of the Galaxy.



★ **Death**
Kirk dies in the 24th century on Veridian III, saving millions of lives from Soran's trilithium bomb. His final words are: "It was fun."



★ **Klingon prisoners**
In 2293, Captain Kirk and Dr. McCoy are sentenced to life imprisonment on Rura Penthe.

★ **Perfect existence?**
The Nexus provides Kirk with a beautiful home, but it cannot give him the excitement and the sense of danger that he craves.

Sovereign Marouk

Marouk is a formidable leader who takes the opportunity to try to unite the nomadic **Gatherers** with the rest of the **Acamarian** people.

OTHER CARDS IN THIS FILE...
33 YUTA
SEE OTHER FILES...
OTHER GROUPS AND RACES.....File 18
STAR TREK: THE NEXT GENERATION.....File 69

Sovereign Marouk is the political leader of **Acamar III**; **Acamarian** society was, and still is, divided into clans. Membership in these clans is of both great political and social importance. Conflict between the clans was once common, and often led to outbreaks of long periods of violence.

One hundred years ago, the **Acamarians** put their history of violence and clan warfare behind them. Today, they and Marouk are devoted to the ideal of peaceful coexistence.

Marouk is a woman in her middle years who carries herself with a dignified composure commensurate with her position. Her graying hair is worn pulled back, framing an intelligent face. She wears a floor length orange dress. The upper body of this garment is in the form of a tunic, while the lower half flows like a dress. A sash with an elaborately jeweled clasp runs diagonally across the Sovereign's chest from her right shoulder to her left hip. Like some other Acamarians, she has facial tattoos which run from near the base of her ears, along the line of her cheekbones, to roughly mid cheek.

Impressive leader

Marouk is a formidable woman who will not be forced to do or say anything that goes against her personal convictions; she has a commanding air and expects to be obeyed. She clearly has to struggle to contain her temper, but is strong willed enough to stay in control. She is a strong leader and is keenly aware of the history of her planet and its clans. She has a deep distaste for the cycle of violence and vengeance that only recently ended.

Marouk's position as her people's leader is obviously dangerous – she has a personal chef, **Yuta**, who prepares and tastes all her food, to ensure that it is not poisoned. Marouk is relaxed about the danger, and travels with only a small retinue. She has a maternalistic relationship with her servants, and has been known to encourage

PROFILE ON A LEADER

NAME: Marouk

LIFE FORM: Acamarian female

POSITION: Sovereign of Acamar III

REMARKS: Marouk is normally accompanied by a staff of two, which includes her chef, Yuta.

ACHIEVEMENTS: Marouk finally reaches an agreement with the Gatherers, a nomadic group of Acamarians who left their homeworld 100 years ago.

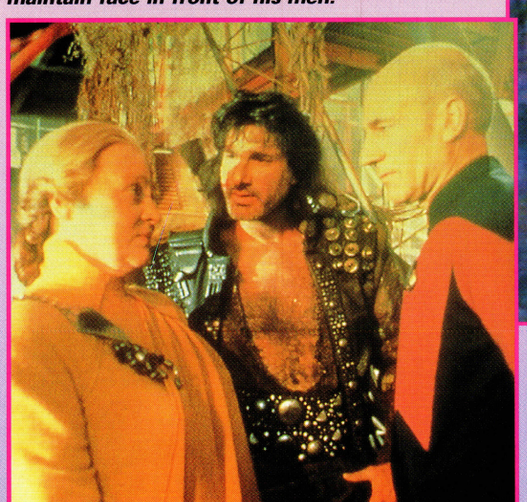
FIRST SEEN: 'The Vengeance Factor' [TNG]

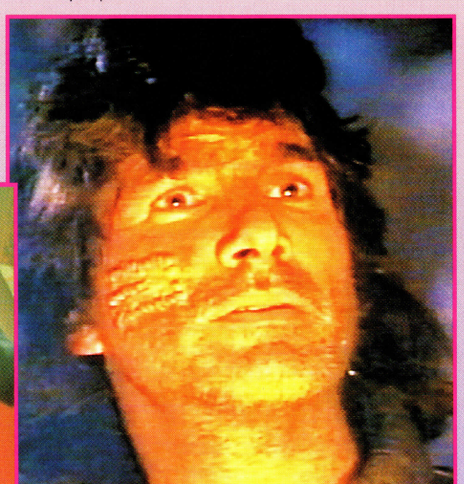
Sovereign Marouk is the Acamarian leader. She doubts that she will be able to arrive at a satisfactory agreement with the Gatherers, but is prepared to make the effort. She is an understanding woman with a commanding air.

YEARS OF CONFLICT

★ Private offer

Marouk discusses her offer with Brull and Captain Picard. She is shrewd enough to let Brull maintain face in front of his men.





★ Gatherers

Brull leads one of several groups of Gatherers who have been attacking Federation outposts. Attempts to integrate them with other Acamarians have failed.

★ Living weapon

Marouk does not realize that Yuta has been genetically engineered to become a living weapon. She nearly wrecks the negotiations.

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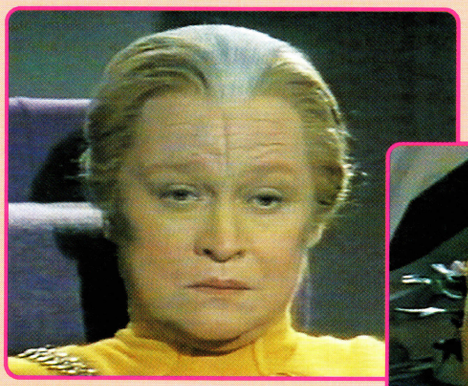
PERSONNEL FILES
Sovereign Marouk

FILE 58 CARD 32



★ **Leader**

Marouk is an impressive woman who is clearly used to getting her own way, but she is also an able diplomat who understands how to talk to the Gatherers. She controls her temper, and considers the Gatherers' point of view.

★ **Food taster**

Yuta tastes all of the food and drink that Marouk consumes, making absolutely certain that it is not poisoned.

them to pursue romantic interests.

One of Marouk's greatest political achievements involves the **Gatherers**, a nomadic group of Acamarians who left their planet when the violence that plagued Acamar III came to an end and became interstellar pirates. By the 2360's, several attempts have been made to reunify the Gatherers with the other Acamarians, but they have all failed.

Reaching out

In 2366 the ***U.S.S. Enterprise NCC-1701-D***, under the command of **Captain Jean-Luc Picard**, visits Acamar III to enlist Marouk's help to put an end to the vicious raids conducted against **Federation** outposts by the Gatherers.

Marouk tells Picard that she believes a reconciliation with the Gatherers is impossible, because all past offers of amnesty have been rejected. But Picard persuades her that the time may be right for an historic breakthrough.

Although Marouk is extremely prejudiced against the Gatherers, feeling they are little more than barbarians who have no regard for how they live, she decides to engage in discussions toward a reconciliation.

It is clear throughout these negotiations that Marouk is suspicious about the Gatherers' motives. However, she is dedicated to the idea of bringing them home to Acamar III, and is able to overcome her negative feelings.

Throughout the reconciliation talks, Marouk demonstrates that she is a strong negotiator and is willing to see her opponents' point of view; she even has the sense to bring a bottle of Acamarian brandy to the negotiating table.

The Gatherers respond to her firm but sensitive approach and to her offer, which would allow them to return to their homeworld as free men and start their lives over again. She even declares that lands have been set aside for them to use as farms or any other way they see fit. She is also willing to allow the Gatherers' regions to have certain rights of autonomy and representation.

Although she is willing to make several valuable concessions to the Gatherers, she is not a fool and, at least at first, refuses to allow them to have more seats on the ruling council than any other group. Ultimately, her diplomatic efforts are a success, and the Gatherers return to Acamar III.

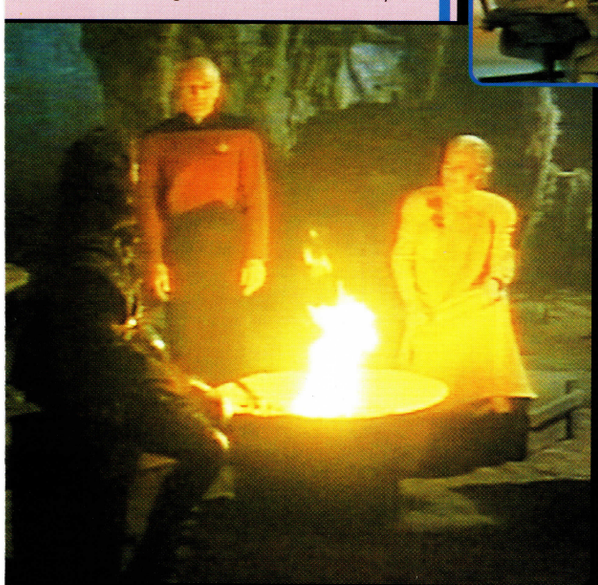
> "I am convinced now that it is the right thing, not just for you, but for us too — we need you back."
>
> — Marouk to Chorgan

BID FOR PEACE

Historic talks

After the Acamarians put an end to the years of violence, they make several attempts to persuade the Gatherers to return home. The attempts even include offers of amnesty, but all are unsuccessful. The last attempt is made in 2348; when it fails, the Acamarians give up trying.

In 2366, Captain Picard persuades Marouk to make another attempt at reconciliation. She meets with Brull and persuades him to lead the *U.S.S. Enterprise* to the Gatherers' leader, Chorgan. The Gatherers respect Marouk's tough approach, and she understands their desire to return to Acamar III. With Picard's help, she negotiates a settlement and the Gatherers return home.



★ **First steps**

Marouk leads the U.S.S. ENTERPRISE to a Gatherer base, where she meets with Brull, one of the Gatherers' leaders. He is impressed with her approach and is willing to take her offer to his superior, but Marouk persuades him to let her make the offer in person.

★ **Tough negotiations**

When Marouk and Chorgan hold talks to discuss the Gatherers' situation, Picard observes that they are remarkably similar; both are able negotiators and strong leaders.

★ **Persuaded**

Picard convinces Sovereign Marouk that she should pursue peace with the Gatherers and offer them a permanent home on Acamar III.

The Exo III Android Maker

The Old Ones of Exo III have been dead for thousands of years, but, as Dr. Roger Korby discovers, the machines they used to make incredibly sophisticated androids still survive and can be used to transfer a human being into an artificial body.

The long dead **Old Ones** of **Exo III** developed a means of making extraordinarily sophisticated androids. Their creations turned on them, but the device used to make androids still survives under the surface of Exo III, where it is discovered by **Dr. Roger Korby**.

The android maker consists of two chambers. The outer chamber contains a long bank of control panels with brightly colored dials and flashing lights. In the next chamber there is a turntable large enough to hold two human figures.

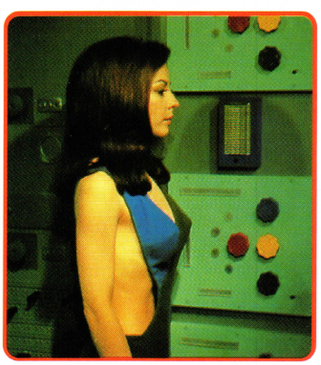
In order to create an android, a lump of formless, raw material is made into a crudely human shape and is placed on one side of the turntable into a mold about the same size as a humanoid. Meanwhile, the humanoid subject being duplicated is placed on the other side. Both figures are held immobile by metallic covers that fit over their mid sections.

Perfect copy

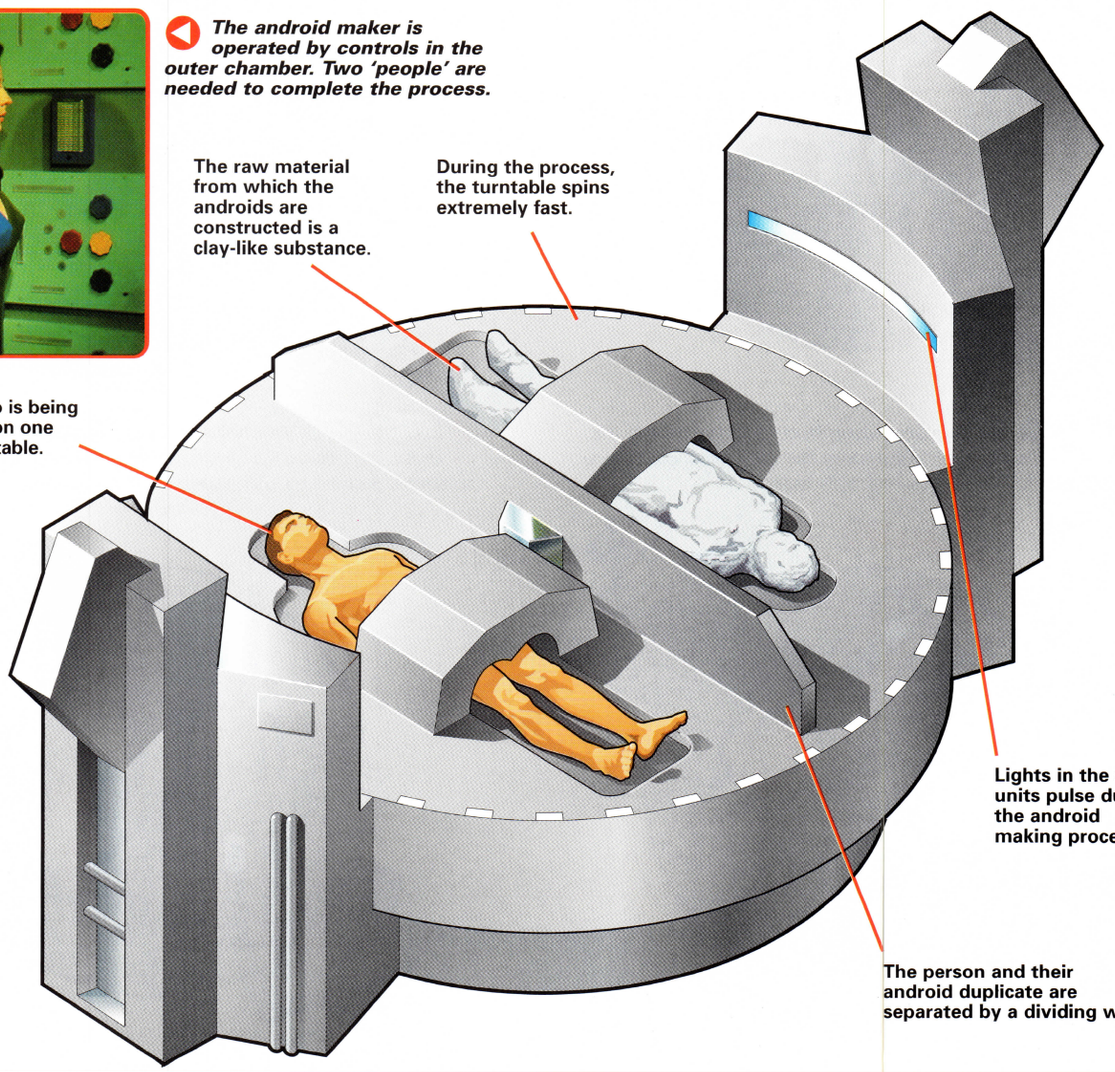
At each end of the turntable are squat units that glow and throb with power. Like a turbine engine, the turntable begins to spin, slowly at first. The speed of the turntable gradually increases, emitting an audible hum. As it continues to turn faster, the brown/green raw material begins to acquire skin color and a humanlike form with appendages. The turntable continues to spin even faster until the figures attached to it are a blur and the hum rises to a shriek.

After several minutes, the turntable begins to slow down and the sound also decreases. At this point, the initial physical pattern duplication is complete; the

The Old Ones' android maker can produce exact replicas of people, down to their brainwave patterns.



The android maker is operated by controls in the outer chamber. Two 'people' are needed to complete the process.



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The Exo III Android Maker

android's body is identical to the original humanoid's. The synthetic organs in the android body are now synchronized with the autonomic nervous system of the humanoid subject, thus duplicating the rhythms of the human's body.

After replicating the physical pattern, the android maker also duplicates the humanoid subject's mental patterns. Cortex circuits on the control panels are activated to generate synaptic fusion. This step provides the android with the same memories, abilities, and attitudes as the human subject. During this stage, the machine emits a final, brief, intense surge of power and a crescendo of sound before shutting down completely.

The androids created by the android maker are impressive. Some, like Dr. Korby's female assistant **Andrea**, have lifelike pigmentation and variations in skin tone. Andrea's skin is warm to the touch, and beneath its surface is the physical sensation of a pulse. The androids do not need to eat, and are incredibly durable.

Machines with feelings

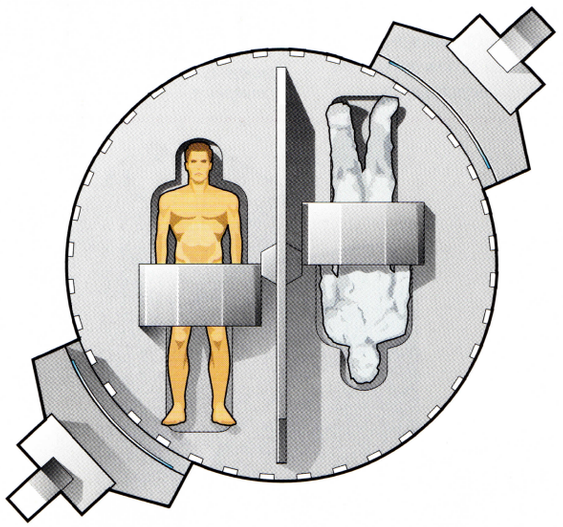
Although Korby claims that the androids do not have emotions and simply respond to orders, this is not strictly accurate. The androids experience pride, jealousy, and even love, and are capable of overriding their programming.

Korby explains that the android maker has the ability to transfer a person's very consciousness, or soul, into android form. Korby believes that in this form humans could achieve practical immortality. He has undergone this process, but when he realizes that he is as much a machine as he is a man, he kills himself.

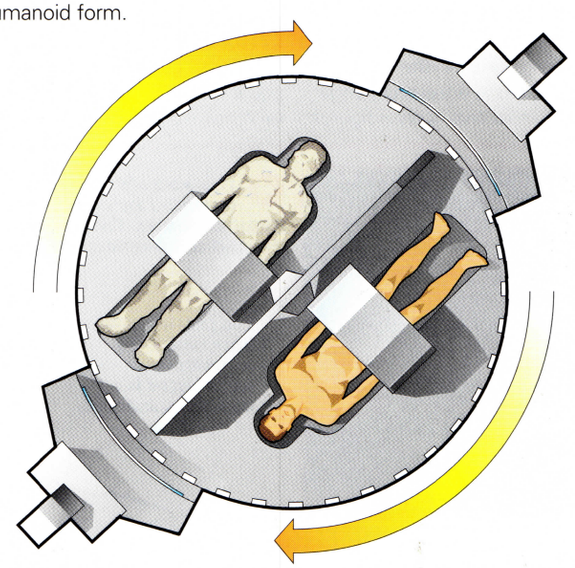
Korby creates an android copy of Captain Kirk. The android has all of Kirk's memories and attitudes, and even shares his sense of humor.

Ruk is the last of the Old Ones' androids. He tells Kirk that the androids turned on their makers when they decided to destroy them.

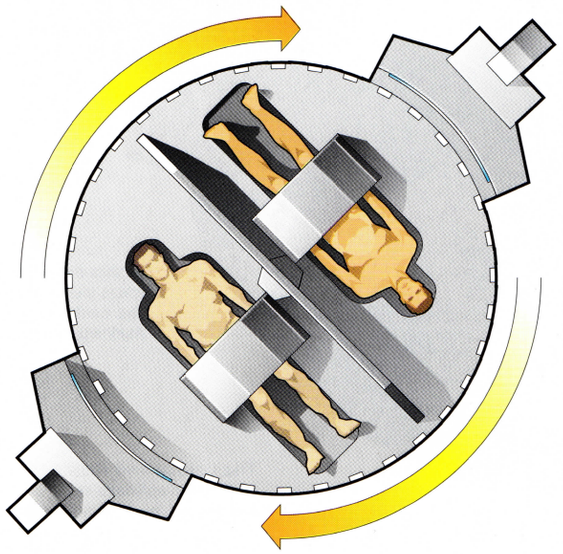
1 Origins The humanoid subject to be copied is placed on one side of the turntable, and the raw materials for the android are placed on the other side.



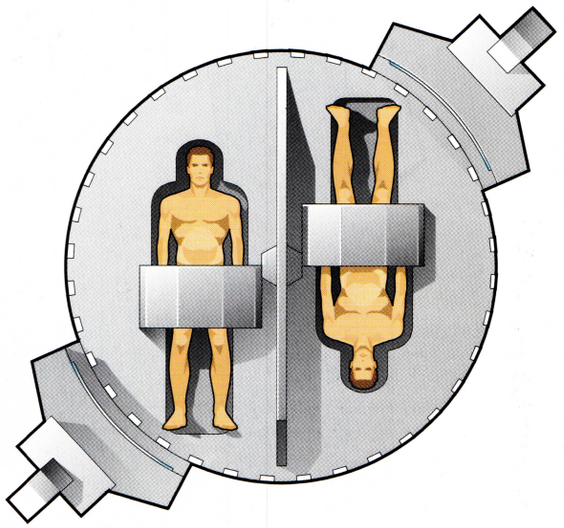
2 Duplication When the android maker is activated, the turntable begins to spin. The raw materials start to take on a more humanoid form.



3 Almost human The turntable spins faster and faster, and the raw materials look more and more like the humanoid original; synthetic organs form in the android's body.



4 Synaptic fusion When the android's body is complete, the synthetic organs are synchronized with the original's autonomic systems and the mental patterns are duplicated.



FILE 68 STAR TREK: The Original Series

'By Any Other Name'

After the ***U.S.S. Enterprise NCC-1701*** responds to a distress call, a group of intergalactic travelers, the **Kelvans**, take control of the ship. They are incredibly advanced, but have little experience of the feelings that come with the human forms they have adopted.

CAPTAIN'S LOG
STARDATE: 4657.5

"Work is proceeding on the ENTERPRISE as my crew is forced to make the required changes in the ship for inter-galactic travel. I can't forget the picture of yeoman Thompson crushed to a handful of dust."

A landing party from the ***U.S.S. Enterprise NCC-1701*** respond to a distress call and beam down to the surface of a planet. At first, there is no sign of any life form readings or a ship. But **Yeoman Thompson** soon picks up two human life forms, a man and a woman, who walk up to the landing party. The man orders **Captain Kirk** to surrender the *Enterprise* to him, and when Kirk refuses the two humanoids touch control units on their belts and paralyze the landing party.

The man tells them that he is **Rojan**, a **Kelvan**; they are now his servants, and any attempt to resist or escape will be severely punished. They will be leaving the Galaxy, and humans will soon face the end of their existence as they know it.

Taking over

The woman, **Kalinda**, removes the landing party's weapons and Rojan releases them. He tells Kirk that they are from Andromeda, a neighboring galaxy that is becoming uninhabitable, so the **Kelvan Empire** sent out parties to find another galaxy that they could conquer. As Rojan speaks, three Kelvans appear on the *Enterprise*, and within minutes they have taken complete control of the ship. On the surface, Rojan explains that they will modify the *Enterprise*'s engines so that the ship can make the journey back to Andromeda in 300 years; the Kelvans' own ship was destroyed by the **galactic barrier**. One of the Kelvans from the ship, **Hanar**, beams down.

The Kelvans take the landing party to a cell in a nearby cave. **McCoy**'s scans showed that the Kelvans are humans, but **Spock** thinks this is deeply unlikely. Spock uses a mind-touch to lure Kalinda into their cell, and Kirk attacks her and removes the control device from her belt. As soon as the landing party get outside, Rojan stops them, and the Kelvans punish them by turning two members of the landing party into small blocks. Rojan explains that this is their essential elements distilled down. He then crushes one of the blocks, but Hanar restores the other one to life.

Back in the cell, Spock explains that during the mind-touch he felt a series of bizarre images; the only one he can remember clearly is of immense beings with a hundred

ON SCREEN...

1 *Rojan and Kalinda greet Kirk and his party on the planet, and tell them to hand over the U.S.S. ENTERPRISE.*

2 *The other Kelvans appear on the ENTERPRISE and rapidly take control of the entire vessel.*

3 *Spock lures Kalinda into the cave by using a Vulcan mind-touch. Kirk catches her by surprise and overpowers her.*

4 *Rojan punishes Kirk's escape attempt by converting Thompson and Lt. Shea into small blocks. He then kills Thompson.*

5 *Spock feigns illness, and the Kelvans allow McCoy to take him back to the ENTERPRISE's sickbay.*

6 *Spock and McCoy discover that they cannot interfere with the Kelvan machinery that controls the ship.*

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'By Any Other Name'

limbs, and he is convinced that this is what the Kelvans really look like. It seems that they have adopted human form so that they can use the *Enterprise*. Kirk decides it is important to get back to the ship and to find a way of neutralizing the Kelvans' equipment. He tells Spock to put himself into a trance, then convinces Hanar that McCoy has to take Spock to sickbay. On the *Enterprise*, McCoy gives Spock a harmless injection and tells the Kelvans he will soon recover.

The Kelvans take the rest of the landing party back to the *Enterprise*, which heads toward the galactic barrier. Kirk goes to sickbay, where Spock, **Scotty**, and McCoy have worked out a way of jamming the Kelvans' power source. Spock and Scotty then head for Engineering, but find that they cannot affect the Kelvans' machines. They find Kirk, and tell him they have opened the control valves to the matter/antimatter nacelles. If Kirk gives the order, they will flood them with positive energy so that the ship will be destroyed when they enter the galactic barrier, but Kirk decides against it. When the *Enterprise* has passed through the barrier, Rojan tells Hanar to start reducing all non-essential personnel to small blocks.

Dangerous feelings

The only crew members left active are Kirk, McCoy, Spock, and Scotty. One of the Kelvans, **Tomar**, joins them in the mess hall and asks why they eat food instead of pills. McCoy fetches him a plate, and Tomar begins to eat; he enjoys the experience. Spock remarks that the Kelvans sacrificed everything that would distract them from their mental lives, and are unfamiliar with human sensations. Kirk tells the others to find ways to stimulate the Kelvans' senses.

Scotty asks Tomar if he's tried **Saurian brandy**. McCoy orders Hanar to start taking a course of injections, and Kirk goes to visit Kalinda. He kisses her; she is puzzled, and decides that Kirk is trying to seduce her. Curious, she kisses him back. Then Rojan walks in, and Kirk leaves.

A little later, Spock plays chess with Rojan, who is obviously disturbed by the incident with Kalinda. Spock suggests that he is experiencing jealousy, but Rojan violently disagrees. Rojan goes to Kalinda and tells her that he wants her to stop fraternizing with the humans, and Kirk in particular. When she refuses, Rojan grabs her.

Scotty is still drinking with Tomar, but the others meet in the rec room; Kalinda walks in, and asks to talk to Kirk alone. When the others have gone, she tells him that she wants Kirk to kiss her again.

McCoy's injections have made Hanar very irritable, and he goes to the bridge and questions Rojan's orders. Furious, Rojan confines him to quarters. Spock tells Rojan that Kirk and Kalinda are together.

Tomar drains the last drop of Scotty's whisky and collapses. Scotty removes Tomar's control unit, but is too drunk to make it out of the room.

Rojan finds Kirk and Kalinda in the rec room. Kirk starts a fight, pinning Rojan down, and tells him the Kelvans are becoming human and will be alien by the time they get back to **Kelva**. He persuades Rojan that the **Federation** will help them if they come in peace. Rojan accepts Kirk's offer, and hands command of the ship back to Kirk.

STARSHIP FACTS

The Kelvans are not the only species to find that they have difficulty in adapting to a human existence. The alien Sylvia was driven mad by the full range of human sensation.

ON SCREEN...

***7** The Kelvans modify the U.S.S. ENTERPRISE so that it can make the journey to Andromeda, but first it has to pass through the galactic barrier.*

***8** Once the ENTERPRISE has left the Galaxy, the Kelvans reduce most of the crew to small blocks; only Kirk, Spock, McCoy, and Scotty are left as normal.*

***9** The ENTERPRISE officers decide to introduce the crew to unfamiliar human sensations. Scotty takes Tomar to his quarters and plies him with drink.*

***10** Kirk decides to take a more hands-on approach. He kisses Kalinda, and explains that this is how human beings apologize to one another.*

***11** Kirk's plan works, and Rojan soon finds that he is incredibly jealous. The Kelvan leader is clearly developing feelings for Kalinda himself.*

***12** Kirk persuades the Kelvans that they are becoming human, and that by the time their descendants arrive home they will be completely alien.*

FILE 71 STAR TREK: VOYAGER

'Coda'

After a shuttle accident, **Captain Janeway** is involved in a bizarre series of repeating events, all of which bring her close to death. Eventually, someone appears who claims to be her father's ghost, and tells her that she has to accept that she has already died.

'CODA'

"Kathryn, Kathryn ... I raised you to be a doubter and a skeptic ... to look at the world with a scientist's eye ... but in this instance, that won't work ... You're dead. You died in that shuttle crash."

– 'Admiral Janeway'

Janeway and **Chakotay** are in a shuttle discussing the previous night's talent competition when they are caught in some atmospheric turbulence. The shuttle is badly damaged, and they are forced to make an emergency landing. Janeway is wounded and unconscious; there is a **hydrazine** gas leak and Chakotay is forced to carry her out of the shuttle. He puts her down in a sheltered spot and tries desperately to revive her, and finally succeeds by giving her a stimulant.

Janeway sends him to fetch blankets and rations from the shuttle while she adjusts his communicator to send out a homing signal. Chakotay sees some **phaser** burns on the hull, so Janeway deactivates the homing signal; **tricorder** scans show that the weapons used were **Vidiian**. The **Starfleet** officers detect a group of Vidiians, and they are soon surrounded. The aliens attack them, and one of them begins to strangle Janeway.

Back to the beginning

Suddenly, Janeway is back on the shuttle, again discussing the previous night's talent competition with Chakotay. They theorize that they may have been caught in some kind of temporal anomaly. The ***U.S.S. Voyager NCC-74656*** is out of range, and the two officers try to change the course of events by not landing on the planet. But a Vidiian warship appears and attacks them, and although they fight back, they are overcome.

Seconds later, they are back in the shuttle. It seems likely that they are caught in a time loop, and they plan to disperse it with a **tachyon burst**. This time, two Vidiian ships appear.

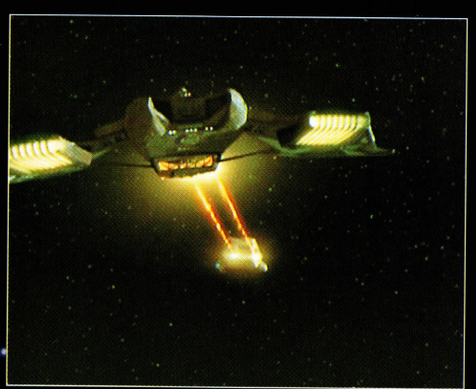
Janeway activates the tachyon burst and the alien vessels disappear. The shuttle returns to *Voyager*, and Janeway and Chakotay head for the bridge. The bridge crew have not detected any kind of temporal anomaly, and are completely puzzled by Janeway's references to a time loop. Even Chakotay seems to have no memory of the repeated attacks.

Janeway orders the crew to run temporal scans while she goes to sickbay. The **Doctor** examines her, and tells her she has somehow contracted the **phage**. He suggests that the disease might be making

ON SCREEN...

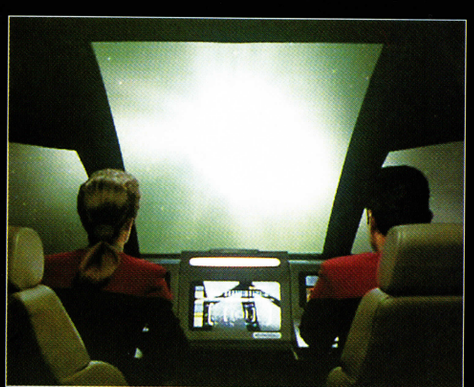
1 *Janeway and Chakotay's shuttle is caught in atmospheric turbulence and struck by what appears to be lightning; they are forced to make an emergency landing.*

2 *Janeway is badly injured, and Chakotay carries her to safety. He manages to revive her, but the pair are soon attacked by Vidiians.*



3 *The two officers find themselves back on the shuttle, but this time they are attacked by a Vidiian ship. Janeway theorizes that they are trapped in a temporal loop.*

4 *When Janeway returns to the U.S.S. VOYAGER, nobody seems to know what she is talking about. The Doctor tells her that she has contracted the phage.*



5 *After the Doctor 'kills' her, Janeway finds herself back on the shuttle with Chakotay. He tries to persuade her to fly into a bright light, but she refuses.*

6 *Janeway sees her own body and Chakotay trying to revive her. There is nothing she can do when Chakotay tells the rest of the crew she is dead.*

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'Coda'

her hallucinate. He restricts her to sickbay, and erects a **bioforcefield** around her.

Janeway wakes after 40 hours and the Doctor tells her that she has contracted a virulent strain of the phage; he has come to the conclusion that euthanasia is the only solution. He is filling the forcefield with a neural toxin that will kill her. She tries to deactivate him, but the computer will not recognize her security codes. She chokes and collapses on the floor.

Janeway finds herself back with Chakotay in the shuttle. They can see a bright light in front of them which is drawing them toward it. Chakotay suggests flying into it, but Janeway refuses. Suddenly, she finds herself standing over her own unconscious body; Chakotay tries to revive her, but this time he fails.

Janeway tries to touch Chakotay, but he obviously cannot see her. He contacts *Voyager* and tells the crew that Janeway is dead; a shuttle arrives and takes her body back to the ship. Janeway watches as the Doctor and **Kes** manage to revive her, but despite their best efforts she dies again.

Contact with Kes

Janeway can see everything that happens, but cannot communicate with the computer or with anyone else. She then manages to alert Kes to her presence by walking through her, and the crew start looking for her.

Janeway is watching **Harry** and **B'Elanna** in Engineering when a bright light forms and her father walks through. He died 15 years earlier, and she is convinced that what she is seeing is a hallucination or a product of her imagination. He tells her that she is dead, and explains that when someone dies suddenly their consciousness is not always ready to let go.

Her father's 'ghost' knows all about her, but she still isn't convinced. He tells her that she must stop holding on to this world and cross over to the next existence. He tells her that the crew will not be able to find her and will eventually give up.

Given up for dead

Janeway is determined to communicate with the crew, but Kes is unable to detect her again, even with **Tuvok**'s help. After three days the crew finally give up, and Janeway and her father watch the memorial service. When it is over, her father tells her to come with him; all she has to do is decide to leave. She tells him she would rather be here in spirit than not at all, and when he continues to try to persuade her she becomes annoyed.

Suddenly Janeway sees Chakotay and the Doctor bending over her. She realizes that it is the real her, and that everything else is a hallucination. Her father tells her she is denying the truth, but she realizes he cannot really be her father, as the man she knew never tried to force her to do anything; this must be some kind of alien being.

Her 'father' admits that his species comes at the moment before death "to make the crossing over a moment of joy"; Janeway will join their matrix, which is a place of wonder and happiness. She is not convinced, and the alien grabs her, but she realizes that he cannot take her unless she agrees. The alien is frustrated, but tells her he will be waiting until she dies, and then she will "nourish" him for a long time.

Janeway recovers consciousness, and Chakotay, Tuvok, and the Doctor explain that she was wounded in a shuttle crash and that an alien entity invaded her cerebral cortex, interfering with their ability to treat her. There were several times when the Doctor thought they had lost her, but every time she fought back and survived.

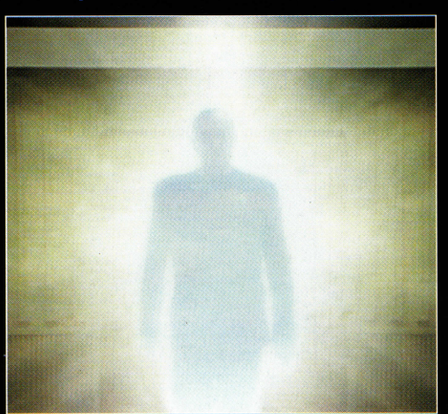
STARSHIP FACTS

Admiral Edward Janeway and Kathryn's fiance, Justin Tighe, were killed on Tau Ceti Prime in 2358. She survived the crash, but suffered a long period of depression.

ON SCREEN...

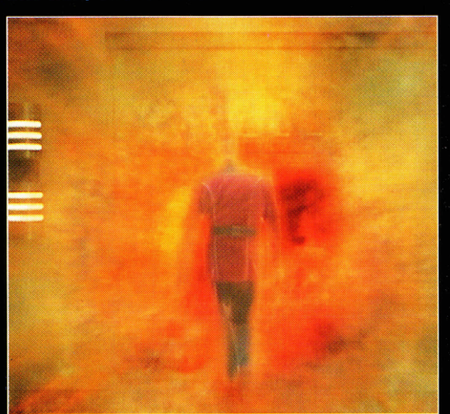
7 ***Captain Janeway returns to the U.S.S. VOYAGER with her body, which is finally declared dead in sickbay.***

8 ***Nobody can see or hear Janeway, but she eventually manages to alert Kes to her presence.***



9 ***A bright light forms, and Janeway's father walks through. He tells her that, like him, she is dead.***

10 ***Janeway watches her own memorial service but, despite her 'father's' advice, she refuses to leave the crew.***



11 ***Janeway realizes that her 'father' is actually an alien entity. She persuades it that it won't be able to feed on her.***

12 ***Janeway has been on the planet all along; everything she experienced was an illusion created by the entity.***

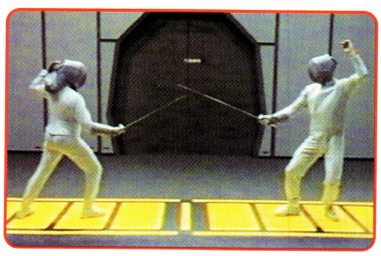
F continued

Fellini, Colonel Security officer at Omaha Air Base in the United States, circa 1969. Fellini interrogated **Captain Kirk**, who was briefly detained there while returning USAF pilot **John Christopher** to the past and deleting data exposing the ***U.S.S. Enterprise NCC-1701***'s infringement into Earth history. (*Starship Log:* 'Tomorrow Is Yesterday' [TOS]) ***SEE FILES 44, 68***

Felton, Ensign One of the crew members assigned to helm and navigation operations on the ***U.S.S. Enterprise NCC-1701-D*** during 2368. (*Starship Log:* 'A Matter of Time' [TNG]) ***SEE FILES 25, 69***

Female Changeling or female shapeshifter SEE **Founder Leader**

fencing The sport and art of attack and defense with a foil, épée, saber or similar weapon, derived from the rules originally developed for swordplay in dueling. **Starfleet** officers **Hikaru Sulu** and **Jean-Luc Picard** are both fencing enthusiasts. (*Starship Log:* 'The Naked Time' [TOS]; 'We'll Always Have Paris' [TNG]) ***SEE FILES 66, 68, 69***



Guinan and Captain Picard used their time fencing as an opportunity to exercise and to catch up on each other's news.

Fendaus V According to **Data**, members of the ruling dynasty on this planet have no arms or legs, a congenital flaw stemming from their custom of mating with blood relations. (*Starship Log:* 'Loud As A Whisper' [TNG]) ***SEE FILES 3, 69***

Fenna Alluring female with whom **Benjamin Sisko** became romantically involved in 2370. It was discovered that Fenna was actually a being of pure energy, a doppelganger created by **Nidell**, a **Halanan** psychoprojective telepath. Fenna voluntarily 'died' so that Nidell could live. (*Starship Log:* 'Second Sight' [DS9]) ***SEE FILES 43, 70***

Fento An elderly **Mintakan**. He recounted fables and tenets about his Bronze Age people's supreme being, the '**Overseer**', seeking to explain various phenomena resulting from accidental **Federation** technological contamination. (*Starship Log:* 'Who Watches The Watchers?' [TNG]) ***SEE FILES 18, 69***

feragoit goulash ***U.S.S. Voyager*** cook **Neelix** claims his recipe for this stewlike dish is renowned across 12 star systems. (*Starship Log:* 'Parallax' [VOY]) ***SEE FILE 71***

Colonel Fellini was very suspicious of Kirk, and became frustrated when he refused to answer any questions. Fellini threatened to put the captain under lock and key for 200 years.

Ferengi The race and civilization indigenous to the planet **Ferenginar**. Ferengi are short in stature and recognizable by their prominent craniocerebral and auricular lobes. Their patriarchate society venerates all commerce, particularly entrepreneurial endeavors. (*Starship Log:* 'The Last Outpost' [TNG]; 'Emissary' [DS9]; 'False Profits' [VOY]) ***SEE FILES 14, 37, 51, 69, 70, 71***

Ferengi Alliance The governmental arm of **Ferengi** culture, to which all Ferengi citizens are ultimately accountable, regardless of their place of residence. (*Starship Log:* 'The Last Outpost' [TNG]) ***SEE FILES 14, 69, 70, 71***

Ferengi Attainment Ceremony Ritual affirming that a **Ferengi** boy has reached the age of legal majority, with all attendant rights and responsibilities. **Nog** completed the ceremony in 2371, and immediately sought to become the first Ferengi in **Starfleet**. (*Starship Log:* 'Heart of Stone' [DS9]) ***SEE FILES 14, 51, 70***

Ferengi Benevolent Association Short-lived charitable and altruistic organization formed by **Zek** in 2371, and dedicated to helping the poor and unfortunate. **Rom** was Senior Administrator and **Quark** was a reluctant co-chairman. (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILE 70***

Ferengi Business License Official permission to engage in commerce, considered a sine qua non for **Ferengi**. After a vole infestation forced **Quark** to close his bar, he told **Ishka**, "Without a Ferengi Business License, it's like I don't exist." (*Starship Log:* 'Ferengi Love Songs' [DS9]) ***SEE FILES 14, 70***

Ferengi By-Laws The rules and principles governing all **Ferengi** conduct. According to **Section 105**, **subparagraph 10**, upon reaching adulthood, Ferengi males must purchase an apprenticeship from a suitable role model. **Nog** asked **Sisko** to be his sponsor in 2371. (*Starship Log:* 'Heart of Stone' [DS9]) ***SEE FILES 14, 70***

Ferengi cargo shuttle Transport ship used for the hauling of freight and merchandise. The dispersed remains of one such craft were found in the **Hanolin** asteroid belt in 2368. (*Starship Log:* 'Unification', Part I [TNG]) ***SEE FILE 69***

Fellini, Colonel
Felton, Ensign
Female Changeling or female shapeshifter
fencing
Fendaus V
Fenna
Fento
feragoit goulash
Ferengi
Ferengi Alliance
Ferengi Attainment Ceremony
Ferengi Benevolent Association
Ferengi Business License
Ferengi By-Laws
Ferengi cargo shuttle
Ferengi Certificate of Dismemberment
Ferengi Code
Ferengi Commerce Authority
Ferengi death rituals
Ferengi Futures Exchange
Ferengi Gaming Commission
Ferengi labor contract
Ferengi lobes
Ferengi Marauder
Ferengi Rules of Acquisition
Ferengi Rules of Acquisition, Revised
Ferengi Salvage Code
Ferengi shuttle

Grand Nagus Zek leads the Ferengi Alliance. After he had been affected by the Bajoran Prophets, he founded the Ferengi Benevolent Association.

Fenna's creation was the direct result of Nidell losing control of her special telepathic abilities due to deep emotional stress.

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Ferengi Certificate of Dismemberment

Authenticating document for the corporeal remains of a deceased **Ferengi**. Copies of the applicable certificate are often required when, as is Ferengi custom, body parts are sold as artifacts. (*Starship Log:* 'The Alternate' [DS9]) ***SEE FILES 14, 70***

Ferengi Code

Part of the overarching body of moral and ethical precepts and laws of commerce governing **Ferengi** culture. The **Ferengi Rules of Acquisition**, the **Ferengi By-Laws**, and the **Ferengi Salvage Code** are all part of this codex. (*Starship Log:* 'The Last Outpost' [TNG]; 'Family Business' [DS9]) ***SEE FILES 14, 69, 70***

Ferengi Commerce Authority

Powerful agency of the **Ferengi Alliance** responsible for ensuring proper personal and trade conduct among **Ferengi**. **FCA Liquidators** operate with ample latitude and considerable powers of enforcement. The FCA has the power to remove an individual's **Ferengi Business License**. (*Starship Log:* 'Family Business' [DS9]) ***SEE FILES 14, 51, 70***

Ferengi death rituals

Ferengi culture dictates numerous ceremonies and practices that must be observed when handling, treating, and honoring the corpse of a deceased individual. Certain tenets also apply to the afterlife. (*Starship Log:* 'Suspicions' [TNG]; 'Body Parts' [DS9]) ***SEE FILES 14, 69, 70***

Ferengi Futures Exchange

Commodities interchange where investors and speculators trade in stocks under terms relating to the future delivery of goods. The **Grand Nagus** is responsible for maintaining healthy conditions on the exchange. When **Quark** believed he was terminally ill he offered his own remains for purchase here in 2372. (*Starship Log:* 'Body Parts' [DS9]) ***SEE FILES 14, 70***

Quark put his remains on the Exchange when he thought he was dying. When his death was discovered to be a false alarm he had to cancel the deal, breaking Rule of Acquisition 16, "a contract is a contract is a contract. But only between Ferengi."

Ferengi Gaming Commission

Bureau responsible for operating and regulating casinos and similar establishments. In 2373, the **Bolians** agreed to allow the FGC to take control of certain gambling emporia. (*Starship Log:* 'Ferengi Love Songs' [DS9]) ***SEE FILE 70***

Ferengi labor contract

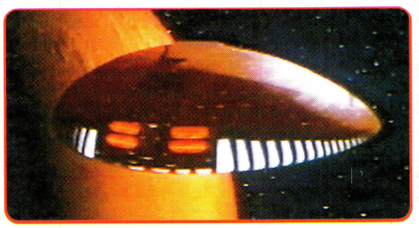
Legal instrument binding employees to their **Ferengi** employer. All Ferengi labor contracts are identical and non-negotiable, and contain such generous provisions as 'no sick days, no vacations, no paid overtime'; organized labor is also banned. Any Ferengi suspected of employing a different labor contract is subject to investigation by the **Ferengi Commerce Authority**. (*Starship Log:* 'Bar Association' [DS9]) ***SEE FILES 14, 70***

Ferengi lobes

Ferengi refer to all the exposed parts of their ears as lobes. As an idiom, 'lobes' refers to the business acumen and mastery, or lack thereof, exhibited by a male **Ferengi**. Similar to the Spanish 'cojones'. The stroking of a male's lobes is often performed for his sensual pleasure. (*Starship Log:* 'Ménage à Troi' [TNG]; 'Heart of Stone' [DS9]) ***SEE FILES 14, 69, 70***

Ferengi Marauder

The principal model of **Ferengi** starship. Designed primarily for hauling large amounts of cargo, the ships also have impressive navigational and weapons capabilities. Each *Marauder* can be modified by its owner. (*Starship Log:* 'The Last Outpost' [TNG]) ***SEE FILES 37, 69***



The FERENGI MARAUDER, although primarily used to shift cargo, could be used as a powerful weapon. Some such ships were equipped with the ability to fire plasma energy bursts that could disable a GALAXY-class starship.

Ferengi Rules of Acquisition

The essential ancient philosophy of **Ferengi** capitalist culture, expressed in concise maxims (such as 'Never place friendship above profit'). More than mere aphorisms, a Ferengi male is expected to memorize and practice all 285 certified rules. Female Ferengi, on the other hand, are forbidden to quote from the rules, due to their status as second-class citizens and the law that forbids them from ever making business deals. The first rule was written by **Gint**, the original **Grand Nagus,** some 10,000 years ago. The Ferengi have amended the rules over the centuries to ensure they are as profitable as possible. Today, many commentaries on the rules are available. (*Starship Log:* 'Bloodlines' [TNG]; 'The Nagus' [DS9]) ***SEE FILES 14, 69, 70***

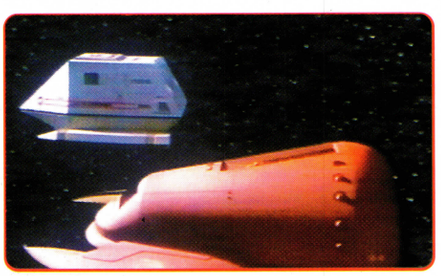
Ferengi Rules of Acquisition, Revised

Altruistic and philanthropic rewriting of the profit-motivated **Ferengi Rules of Acquisition**. **Grand Nagus Zek** proposed this revision during the brief existence of his **Ferengi Benevolent Association**. Thankfully, no copies survived the expurgation of the text from **Ferengi** culture. (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILES 14, 70***

Quark and Rom refused to believe the Revised Rules of Acquisition were the work of a mentally stable Nagus. As it turned out, they were correct.

Ferengi Salvage Code

According to this mandate, any item, including a starship, abandoned by its owner becomes the property of the individual who recovers it, with no compensation obligations. (*Starship Log:* 'Rascals' [TNG]) ***SEE FILE 69***



The FERENGI SHUTTLE is the only Alpha Quadrant ship other than the U.S.S. VOYAGER that has traveled the huge distance to the Delta Quadrant – a new area of the Galaxy to be exploited.

Ferengi shuttle

Small spacecraft, also called a 'pod', that is often used to convey one or two persons over short distances. ***Marauders*** carry at least one pod. Some shuttles are warp capable and individuals often use them to ferry small amounts of cargo. **Quark** was given a shuttle, which he named ***Quark's Treasure***, by his cousin **Gaila**. (*Starship Log:* 'The Price' [TNG]; 'Little Green Men' [DS9]; 'False Profits' [VOY]) ***SEE FILES 37, 69, 70, 71***